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February, 1994
Volume 7, Issue 2



SONIC 3
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SEQUEL DESTROYS
ALL OTHERS!



NUMBER
55

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EGM!



**"WHO CUT
THE CHEESE?"**



EGM!

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Audit Bureau of Circulations



INSERT COIN

THE WINNERS AND LOSERS OF CENSORSHIP...

I caught the replay of the Senate Hearings on video game violence last night on C-SPAN. Even though it kept me up to three in the morning, I found this brief peek at how many groups view video game play to be most enlightening. While the majority of the speakers, including congressmen Kohl and Lieberman, managed to use the very descriptive forms of violence found exclusively in Night Trap and Mortal Kombat to lobby that all games should be judged the same.

While Nintendo put its best marketing muscle forward to describe the virtues of their approval process which, they claim, eliminates overt levels of violence in Super NES titles (except, of course, the 20,000 deaths that take place in a typical game of Smash TV) it wasn't until Sega representative Bill White explained, in essence, that any form of media, if taken out of context, could be made the whole medium look bad - whether it's video games, television, music or movies.

I couldn't agree more.

While you have to applaud both sides for their individual stance on the issue of video game violence, and I personally agree that high levels of violence can't contribute positively to very young minds in any way, it shouldn't be the responsibility of government to form committees and spend money to tell game players what is and isn't permissible. Do the death sequences employed by Mortal Kombat have a stronger impact that the thousands of deaths that take place in Smash TV? Does that mean that video game terminations are permissible if conducted in low-res? If you're at the controls of a flight simulator and you go for a soda, subsequently causing the deaths of all 240 passengers on-board, will the government say that game should be played only by adults? Come to think of it, should Nintendo recall Super Mario World because it promotes the incineration of turtles? If PETA only knew.

I realize that I'm arguing a point to absurdity and that for most of us the questions surrounding video game violence are not quite this exaggerated. Night Trap shouldn't be viewed by younger players (even though they'd probably think it was cool), but that's why Sega put a rating on the front. Others will argue that the ratings do little to keep youngsters from the front. Others will argue that the ratings do little to keep youngsters from playing the game, but since Night Trap, Mortal Kombat and most other titles cost slightly more than what your average 10 year-old has in pocket change, the purchasers of these products should exercise more caution when buying them. We can argue the definition of violence as it applies to video games, but at least Sega took the initiative to at least provide some information to parents and others making these purchases.

And it's with the companies that this issue should be debated, not in Senate chambers with congressmen who's only knowledge of the subject is gathered by their aides. For although the video game industry was given an opportunity to speak, the decisions related to video game violence and the government's role in the subject were made in Mr. Kohl's and Mr. Lieberman's minds way before C-SPAN got there.

Steve Harris

EGM!

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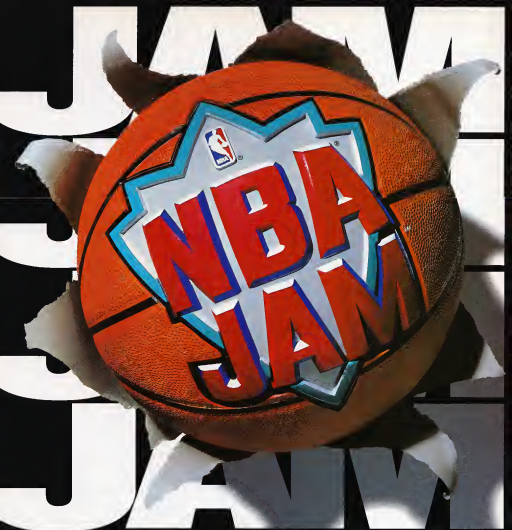
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Smash the competition with the SG ProPad², featuring the real 6-button fighting layout. With the unique synchro-fire setting, you can transfer any one

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The new 6-button SG ProgramPad² explodes with pre-programmed moves from your favorite Genesis™ games - *Mortal Kombat™*, *Street Fighter II CE™*, *Streets of Rage 2™*, *X-Men™*, *Fatal Fury™*, *Jurassic Park™*, *Sonic The Hedgehog 2™*, & *David Robinson's Supreme Court™*.

Plus, you can program 6 of your own deadly moves from any game. Then check it out on the LCD screen. Tack on slow motion, auto-fire and button re-alignment and you've never had this much power in the palm of your hand! Whoever said that programmable was wimpy doesn't understand that sometimes you do whatever it takes TO WIN!

Make your own rules!



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EGM!

FEBRUARY / 1994 / VOLUME 7 / NUMBER 2 / ISSUE 55

114 **EVERYONE'S FAVORITE BLUE HEDGEHOG RETURNS AT FULL SPEED AND EGM CAUGHT HIM!**

Behold in all its glory—Sonic 3! In this issue, EGM dives head first into the latest and craziest Sonic game to hit the video game scene since...well... Sonic 2! You'll be awestruck as EGM hand delivers you eight pages jammed-pack with all your favorite goodies from this hot new Genesis cart! Witness brand new levels, Bosses, pictures, tricks and of course, Sonic being his normal blue blur as he whips back into gamers' hearts. Take a deep breath and hold on!



INTERPLAY BREAKS THE MOLD WITH THE FANTASTIC NEW SEQUEL TO CLAYFIGHTER!

124



EGM visited the folks at Interplay to get the latest scoop on the beginning designs of Clayfighter 2. What we saw there will blow you away! Interplay also gave us a peek at their new games Nightmare and Lord of the Rings! Don't miss it!

128 **VIDEO GAMES AND MOVIES—PHILIPS COMBINES TWO FAVORITE PASTIMES INTO ONE MACHINE!**

Philips combines two thrills into one machine—the CD-i. Besides being an excellent game machine, the CD-i is able to play movies! But don't think you'll only get to watch movies like *Herby the Lovebug*. Philips has made special arrangements with major motion picture studios like Paramount. When a movie has been released on video, it will also be released for the CD-i! Check it out!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

YOSHI'S COOKIE

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

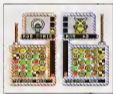


It's a heapin' helpin' of cookie crunchin' fun!



Challenge a friend or the computer for more munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



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It's a snack attack!

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NO LITTLE SHAK

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IN YOUR FACE 2.18.94



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COOL

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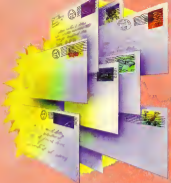
THE HOTTEST
TITLES. STATE-
OF-THE-ART
TECHNOLOGY.
GAME
SAMPLING.
CAN YOU
HANDLE IT?



INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! It's like what you wish, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll not use it up and hand it to the paper, not us! Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to retract what you say and that anything you say could be used against you in a court of law. If you understand these things, then write us at: Interfaces, Letters to the Editor, c/o Science Publishing Group, 1023 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts.



LETTER OF THE MONTH!

WHAT'S THE DIFFERENCE?

I really love your coverage of all the latest game systems. I own a Sega CD, Duo, Super NES, NES, NeoGeo and plan on getting a 3DO and a Jaguar sometime down the road. You have mentioned in the past the differences between the Japanese Mega Drive and our Genesis, the Super Famicom versus our Super NES, and the PC Engine versus our Duo. But what about the differences between these new systems, like the difference between the Panasonic 3DO and the Sanyo model? Have any other systems been changed between the U.S. and Japanese versions? This kind of information really fascinates me.

Jeff Bradshaw
Roanoke, VA

(Ed. It sure sounds like you plan on spending some serious cash in the future! OK, here we go. Yes, Sanyo is developing their own version of the 3DO. Aside from obvious exterior differences of the machine and controller, the Sanyo model is directly compatible with the already released Panasonic system. There's some surprising news, however. It seems that the Japanese are losing faith in the future of the 3DO

as Sanyo has dropped all plans of releasing this system. This offers a clue to other developers, such as AT&T (who are also planning on backing out as well), that the future of the 3DO may not reach the high hopes everyone expected. As for the other systems, there are changes from country to country. Everyone already knows about the Sega CD and Mega CD incompatibility difference, so we won't dwell on that. The Game Gear and GameBoy haven't been modified so games made for the Japanese systems can be played on the American systems and vice-versa. As for any changes in upcoming systems, we'll let you know as soon as we know.)



All plans for producing the Sanyo 3DO player have been canned in Japan.

LASERACTIVE OWNER SPEAKS

This letter is in response to James Vincent's letter in the December issue of EGM. I wish to clarify some of the LaserActive bashing taking place. I own the system and have for a month or so. I feel I have the authority to speak about it for this very reason.

The CLD-A100 LaserActive system is not a gaming-only platform. About 50 percent of the games out at this time are quizzes, history lessons or interactive movies. This system uses a Laser Disc player as its main unit. What parent wants to buy a system for their kid if they can't comprehend the technology? I applaud Pioneer for this system! I favor its price which keeps away the rugrat, snotty-nosed, spoiled kids. After all, if a parent bought this system for a kid, it would be broken within a week and would have Cheez-Wiz all over it! You cannot argue without knowledge. Before any of you do, look at the big picture. LaserActive is interactive entertainment. This is not an 8, 16, 32 or 64-Bit system and I hope it stops being classified as one.

Derek Bullard
Lake Forest, CA

(Ed. Knowledge, eh? For your information, Derek, the LaserActive should be classified as an 8- or 16-Bit system because you need one of these inferior modules to play the LaserActive games, but I guess you already know that, right? You mention that you favor the price to keep it away from younger gamers. While it may be true that the price will keep these "snotty-nosed" players from buying the system, you have to remember that younger gamers are the bulk of the electronic gaming market. Anyway, the price is still out of the league of the average gamer. Those who want exclusivity with game systems must pay the price and are usually rewarded as such.)



WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot new Dual Turbo Wireless Remote System.

THIS SHOULD

OPEN A FEW EYES.



Games never looked so good. Introducing the new CD-i titles from the Games Division of Philips Media, many featuring MPEG 30 frames per second Digital Video. You've got to see them, hear them and *play* them to believe them. Try them out and you'll see why our beauty isn't just screen deep.



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CD-i

"THERE'S SOMETHING ABOUT KNOWING THE NAME OF THE GUY TRYING TO RIP YOUR HEAD OFF THAT MAKES IT MORE PERSONAL."

JOE MONTANA

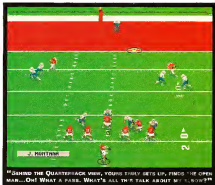


"MY MAN JERRY RICE, HAULS IN ANOTHER. NICK PASS STEVE, I TAUGHT HIM EVERYTHING HE KNOWS!"



"BARRY SANDERS WITH A 'SPEED BURST' DOWN THE SIDE LINE, ONLY ONE DEFENDER LEFT TOBAST!"

“ GUYS LIKE BRUCE
SMITH, JUNIOR SEAU,
REGGIE WHITE AND
CORTEZ KENNEDY. IN
MADDEN '94 ALL YOU



“ BEHIND THE QUARTERBACK VIEW, YOURS EYES GETS UP, FINDS THE OPEN
MAN...OH! WHAT A PASS. WHAT'S ALL THE TALK ABOUT MY FRIEND?”

GET IS THEIR NUMBERS. MY GAME'S GOT GOOL STUFF LIKE DIGITIZED
PLAYER MOVEMENTS, SIX PLAYABLE VIEWS, SPEED BURSTS, A ZOOM



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TRUE PLAY CALLING PHILOSOPHY OF EACH
NFL TEAM. JUST GO EASY ON ME, OKAY?™



WE SWEAT THE DETAILS.

NEW LIFE FOR CD-I

I'm glad to see that you guys are starting to cover the CD-i and its games. I don't have this system, but I am thinking about purchasing one. I would like to know a few things about it before going out and buying one. First, what kind of processing power does it have? Second, I've seen CD-i players by Philips and Magnavox. Do any other companies make them and which of these companies offer the best deal for their CD-i system? Finally, I've noticed that many of the CD-i games I am interested in require the MPEG upgrade card to play them. How much does this upgrade cost?

Chris Koshgarian
Hampton, VA



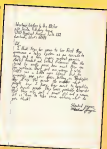
Games like Space Ace offer incredible quality with the upgrade cartridge.

(Ed. We're happy to see the CD-I really peak as well. Although this system started life as an educational tool, there are some really good games coming out. The Philips CD-i has two 16-bit processors for quick number crunching. Magnavox and Philips offer CD-i players that are compatible with each other so there's no need to worry there. As for the best deal, simply shop around to see which store is wheeling and dealing. The upgrade card, which offers full motion video capability is what makes the CD-i the gem that it is. Although it costs about \$250.00, the games that utilize this card are well worth the cost, like Space Ace, Mad Dog McCree and Caesar's Boxing. Be sure to turn to page 128 for our four page Special Feature all about the Philips CD-i and all the new games we'll be seeing in the coming months. The CD-i is offering serious competition to the Panasonic 3DO. The system price has been seen for \$399.99, and although the upgrade cart boosts the price, it's still a great deal.)

A S L L V O
LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

I think Sega has gone too far. First they announce a rating system as an excuse to bring out a few super violent games like *Mortal Kombat* and *Lethal Enforcers*. Then they tried to really prove how much they are for violence. Don't get me wrong, I wish Super Nintendo was a little more liberal. But to purposely pop your Sonic balloon on Thanksgiving Day during the parade? No matter what people say, I know they meant to hospitalize and injure people. They were probably disappointed that they only got a small girl and a woman. It is time to take some action. What do you think?



We think you ate too much turkey while watching the Macy's parade. Anyway, congrats go out to Michael Page of Connell, WA, for his twisted interpretation of the Thanksgiving Parade. Maybe you should cut back on the stuffing, too.

BUYER'S GUIDE RESPONSE

Every year, I look forward to one thing: your *Video Game Buyer's Guide*. I really enjoy the systems reviews because it's great to hear how the competition like the 3DO and the Jaguar stand up to the Super NES and Genesis. Of course, nothing could top the Best and Worst awards. They're an absolute riot! Since I have every back issue, it doesn't really help me to see all those Fact Files again, but they do add to the magazine's quality. So what's new for 1995? Are there going to be new categories for the Best and Worst awards? There was one small problem though, the picture you ran of the cover in EGM 53 looks different than mine. My cover had a gold logo while yours showed a sparkly silver one. Is this a defect? If so, how can I get the right one?

Jack Falcor
Somerset, PA

(Ed. It's really great to hear that kind of response to the Buyer's Guide. They are fun issues to do and consumer response is great. Naturally there will be more categories to add to the fun. The cover you have is not a defect, but is the one that

goes out to consumers. The silver glitter cover was made exclusively to hand out to advertisers and companies. The print run of these issues was extremely low with no chance for a reprint. There are no more copies lying around the office so save your checks—we just don't have any to sell!

IT'S A BOY!

Congratulations to Rebecca and Steve on the arrival of their son, J. Dylan Harris, born Dec. 13. From all the staff of EGM, we wish them the best of luck!





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SAVE MY GAME

Role-playing games are a blast! I've purchased almost every one on the market for the Super NES and Genesis. The Secret of Mana is a great title and I also picked up Enix's Paladin's Quest a few days ago. I noticed something drastically different between my copy and yours. You guys stated that Paladin's Quest was not allowed to save games in your Good, Bad, Ugly box on the page. However, my version can save the game as I play it. I don't know what was wrong with yours, but it works just fine for me. The game is great and really does have some funny moments. I just wanted to clear up this little mess up.

Jack Boomis
Campbell, OH

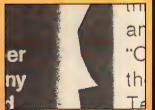


No need to fear, Enix's Paladin's Quest can save games with the battery backup.

(Ed, yes, it's true that the final copies of Paladin's Quest can save your progress in the game. The early E-PROM we received could not save games, a problem that is usually corrected on finished versions of games we receive. Perhaps the sentence could have been worded differently, but we didn't mean for it to sound like you couldn't save the game. Sorry for the confusion.)

BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blow it up, oh, 800% and now it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

IN NEED OF OLD GAMES

Do you know of any mail-order companies out there who still deal with some of the old classics for such systems as Atari and ColecoVision? I have been searching everywhere and have written to every other magazine on the continent with absolutely no response whatsoever. You are simply my last hope. I realize these games are outdated and old, but I still enjoy the classics every once in a while just for the heck of it.

Paul Graber
Ocala, FL



Finding old games like Pole Position II may be easier than you think!

(Ed, Old games, eh? Well, flipping through the pages of our magazine doesn't reveal any mail-order companies specializing in older games, so the only suggestion we can offer to you is to look through your local newspapers and check out the classified ads of people selling off their old games and systems. You can frequently stumble across families selling their old Atari systems, Intellivisions, ColecoVisions, Odysseys, and even ADAM Computers. All these ads even mention games for sale for incredibly cheap prices. You'd be surprised at the kind of deals you'll find! If newspapers don't offer much luck, stop by a video game trade show in your area. Maybe you won't get the cheapest price possible, but hey, many people will do anything to get their hands on these nostalgic systems and games. Happy hunting!)

WHAT IF!

Ever had a revelation? OK, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Nintendo decided that sweat was a bit too graphic?
...Ken hit the car's gas tank with his Flaming Dragon Punch?
Jonathan Hirovaga, Campbell, CA

...Sub Zero and the Predator went on a head hunting rampage?
...Rayden went for a swim in a public pool? Now that's a fatality!
David Sinch, Olympia, WA

...Kirby ate Jurassic Park?
Josh Levine, St. Louis, MO

...Sub Zero went in a hot tub?
Roger Green, St. Louis, MO

...Scorpion sneezed and his mask caught on fire?

...Goro entered the Twister Championships?
...There was a Contra-type game starring Mario and Luigi?
Triffin Chmit, Casa Grande, AZ

...You had Goose Howard from Fatal Fury for Thanksgiving?
Ruel Gonzales, Los Angeles, CA

...The right side of Kano's head rusted?

...The clan of tiny humans where Dhalsim got his skulls on his necklace came back for revenge?
...Sagat wore an eye patch just because he thought it made him look cool?

Glen Phelps, Fredericktown, MO

...Chun Li and Sonya got into a fight over Goro?
...People actually ate SPAM?

Paul Urban, Omaha, NE

...EGM had an issue that didn't even mention Street Fighter II or Mortal Kombat?
Gordon Lovoy, Scarborough, CAN

Send your 'What If's' to:
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1920 Highland Ave. Suite 222
Lombard, IL 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

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THE RISING SUN RESPONDS

As a loyal reader of your mag in the Land of the Rising Sun, I would like you to explain a few things to us readers in Japan. First, why is there no Mortal Kombat in Japan? I have played games like NBA Jam and X-Men here (You can always tell an American arcade game because you have to stand up to play it), but what sounds like the best game in the States is nowhere to be found. Also, why does it seem that Ranma 1/2 has a fair number of fans but not Dragon Ball Z? I'll bet Sushi-X would agree that comics and animation of the long-running *sayajin* saga would do well in America and would also give the necessary background to show just how cool the Dragon Ball

games are. Also, why does the PC Engine and Super CD-ROM kick butt in Japan, but the Duo almost never gets mentioned? Lastly, fellow vidiot and I have been using Hudson "Honeybee" adaptors to play Genesis games on the Mega Drive for about three years now, but when I put in Shining Force, nothing happened. Is there a new security chip in U.S. games and if I ordered Mortal Kombat, will it work on my Mega Drive using the Honeybee?

Stu Fonda
Aichi, Japan



The popularity of Ranma 1/2 can be attributed to the successful comic series.

(Ed Whadaya mean there's no Mortal Kombat in Japan? In Ed's many trips to Japan, he has seen plenty of arcades with Mortal Kombat machines in them. Most machines do not have the blood and gore turned on as part of an effort to clean up the arcade scene, but yes, he's seen Mortal Kombat machines in Japan. Take a look around town, heck, there's practically an arcade on every corner anyway! Ranma 1/2 has really taken off in the States due mostly to what Viz Comics has done. By releasing a comic book series of Ranma 1/2 along with both dubbed and subtitled versions of the anime series, more and more Americans are being introduced to Japanese animation, and loving it! DTMC also did their part by releasing Ranma 1/2: Hard Battle, (Ranma 1/2 Part 2: Hard Battle to you) here in the States. It's a fun game that nearly every fan of the anime and comic series should definitely check out. Dragon Ball Z isn't as popular for just these reasons. No one has released a successful comic book series and Bandai seems reluctant to release the incredible Super Famicom version (Dragon Ball Z 2 looks even better!) for play here in the States. How unfortunate. The PC Engine is kicking butt in Japan because there is a steady flow of good games, especially with the upcoming Arcade Card, while the Duo suffers from a low quantity of titles, whether good or bad. As to Shining Force, no, it does not work on Mega Drives and unfortunately for you, Mortal Kombat will not work on a Mega Drive either. All you'll see is a black screen.)

EGM! SPECIAL ASSIGNMENT!

With the holiday season come and gone, many of you helped your parents decorate the house. But how many of you made your own decorations in the shape of video game characters? Send us pictures of your holiday decorations and we'll print the best right here!



Marianne, Ed and Michael Semrad pose behind their decorations.



Here's a panoramic view of holiday set-up. Impressive, eh?

POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.

To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new six-button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!



This month's winners are some real dogs. If you think you've got what it takes to top these winners, then break a pen and send your postcards addressed to Interface: Letters to the Editor.



Psychedelic van, wow! Congrats go out to our first prize winner, Tim J. Andrews of Fairfield, CA. Peace, man.



Eric Bein of Huntsville, AL, our second prize winner, found this rather revealing family at the Chicago Natural History Museum.

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SECRET OF MANA
from Square Soft.
For Super NES.

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TOP GEAR 2
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from Mindscape.
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from Sory Imagesoft.
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from Bullet Proof.
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I WANT MY MK2!

After flipping through the January issue of EGM, I nearly fell flat on my back when I saw all the cool moves for Mortal Kombat 2! I've played the game for a while and managed to figure out a few moves on my own, but that issue really helped me out. But there were some problems, though. Some of the characters' moves didn't work when I tried them out, especially the fatalities. I know there was a little sentence at the bottom of the special that said the moves were performed on a preliminary version of MK2, but when can we expect to see these tricks work on a final version? The game is an absolute riot and the blood is really intense! I know I can count on you guys to keep us updated. Keep up the great work!

Tom Alestar
Watertown, NY



Having trouble with the moves in MK2? Don't worry, the final machines are here!

(Ed. We realized the potential problem of these moves not working on every machine, that's why the disclaimer was put there. You see, Mortal Kombat 2 went through many changes before it was actually put into final production. The moves and fatalities that are listed, like Jax's Ground Slam and Mileena's Sai Shot, may or not be in Version 2.0, which is the final setup. It seems that Ed Boon and John Tobias, the creators of MK1 and 2, wanted the game to be challenging, with all the different fatalities to be complex, yet very rewarding for those who managed to get them to work. It would definitely get players to keep trying their hardest! The version you were playing was probably one of the early prototypes that had frequent changes to it, or was simply a testing mule to see consumer response. Many arcades still have these machines and will probably be updated in the coming months. It was no surprise that Mortal Kombat 2 is a real hit. So fret not. Version 2.0 should be trickling into arcades everywhere by the time you read this and if you find any tips or secret moves that we never printed, be sure to send 'em in! And be sure to watch for more arcade coverage in the coming months!)

EGM ENVELOPE ART!



Simon NG
Hollywood, CA

What do you get when you cross a Michaelangelo with a Mario? You get EGM's envelope art! Send us your best scenes, and if you get first place, you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



Justin Johnson
Ayr, NE



Lee Shaffer
Olathe, KS



Chris Murdock
Denver, CO



Jim Oliver
Winnipeg, Manitoba, CAN



Peter Waythow
Alberta, CAN



Bill Salvador
Walnut, CA



Joe Runberg
Olathe, KS



David Robinson
Floreat Pk, Australia



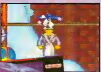
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-  Travel from the Swiss Alps to the sun baked sands of Egypt!
-  Get valuable clues and items from trusty Brain!
-  Finally see the face of Gadget's oldest foe—Dr. Claw!



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Snowboard

through the IceCap Zone—and check for chilled-out passageways and arctic power-ups!



Warp Your Way

through the Special Stage to collect the Chaos Emeralds!



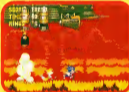
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REVIEW CREW

41 GAMES REVIEWED!!!

NBA Jam SNES, X-Men 2017, Chupacabra II, We're Back, Pappa Kappers, NBA Stanley Cup, Rabbit Rampage, Joe & Mac II, Wolfenstein 3-D, Lawnmower Man, Total Carnage, RoboCop vs. the Terminator 2000, NBA Jam 64, Super's Historical History Tour, Joe Foweraker 2.0, Castles in the Sky, Bloodlines, Backlist Desperadoes, Mega Turboman, Family Fun 4, Wiz 'N' Liz, Tron: Joust 2, Soldiers of Fortune, Jannet, Grand Zero Texas, Night Trap 200, Stellar Fire, Double Switch, Prize Fighter, Dragon's Lair, Chuck Rock 2, D/Generation, Cybermorph, Terramorph, Fatty Bear's Birthday Surprise, Irons McWar, Mr. Pacman, Pinball Dreams, RoboCop vs. the Terminator: 00, GIJoe: The Car, Kirby's Pinball Land, NBA Jam 95

MEET THE REVIEW CREW!

ED SEMRAD



Ed recently began attending "Muscle Beach" to pump up. Word has it that he's moved from Super Wimpy to just Wimpy. Must be that dancing broccoli again.

Current Favorite Games:
Voguer, NBA Jam SNES, Eternal Champions

DANYON CARPENTER



With the winter blues still getting Dano' down, he's resorted to buying an ATV to make the season more bearable. Now if we could just get him to work again...

Current Favorite Games:
NBA Jam SNES, Mega Man X, Bune

AL MANUEL



Al has taken up hand-to-hand combat with Sushi-X and is getting his butt kicked regularly. This is no surprise since he used to do stunts and tricks for food.

Current Favorite Games:
NBA Jam SNES, Mega Man X, Lufia.

SUSHI-X



Sushi-X just got back from his homeland in Japan. After a long holiday rest, he looks forward to mastering more of what Mortal Kombat II has to offer.

Current Favorite Games:
Sonic 3, Mortal Kombat II, Mega Men X

MIKE WEIGAND



Major Mike wishes Big Brother Government would get its facts straight about what exactly happens in Night Trap and spend its time on more important matters. Have they even played it?

Current Favorite Games:
Drecula X, The Ninja Warriors Again, PLDK

GAME OF THE MONTH

Super NES Acclaim

NBA Jam

Sports Release: Mar

Levels: N/A 16 Meg



ED SEMRAD

This no-brainer basketball game is the most fun I've had in a long time. It's easy to pick up and play, plus there's a ton of technique to master. The graphics and sounds are superb. When you play with four players, it's unbeatable. The spectacular jump and slamdunks make it a lot more fun than worthwhile. This game rates a 10 as it can get for a sports game. Even if you don't like sports, you'll love this b-ball game.

DANYON CARPENTER

It's basketball with an attitude! NBA Jam absolutely rocks in the "fun" department! No other game I've played has the kind of fun for sports fans that this game has like me. The game is so fun, it's almost like a party. The graphics and sounds are straight from the arcade. This game is played best with four players since the computer can be a really rough opponent. If it's one thing I can't stand though, it's those wretched goal tending penalties.

AL MANUEL

Excuse the pun, but this game jams! This is one of the few sports titles I actually like and I can't stop playing it. It takes a lot for me to like a sports game and Acclaim has produced one of the most addictive sports titles I have ever played. The awesome slams and virtual slam dunks are a total laugh. The fact that you can have your own personal record is cool, too. Again, excuse the pun, but this game jams!

SUSHI-X

This game actually got me out of the arcade. Normally I just don't get into sports titles, but this game is one of the most enjoyable parts of the arcade. I don't know how to play the game, I'll be doing all kinds of moves and blocks in no time. The graphics are tops and the sound effects really accent this great art. Whether you're a ninja or armchair sports pro, you'll love to jam!

This couldn't wait 'til the 21st century.



The "X" generation of Mega Man adventures is here.
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



"X" uses his X-Buster to save Zeta, the leader of the Maverick Hunters from the evil Vile.



When the robotic avoceta glides "X" to the ground, either he shoots or he's stuck.



"X" destroys an enemy submarine fuel tank and things get extremely explosive.

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QUARTERMANN'S

Q-LETTER

GOSSIP FOR EGM SUBSCRIBERS ONLY!

Welcome back kiddies, to the new and improved Q-Letter for 1994! This is the one place to be for the inside scoop on what's happening inside and out the world of video games! We've got a bunch of the good stuff this month, including info on new hardware as well as a quick round-up on software in the only column that Congress deemed too saucy without a rating...Taking top billing this month in the gossip department is news that Sony's new game machine, code-named the PS-X, is rumored to have Ridge Racer as its pack-in! Sources close to the project tell the Q-Mann that it's a perfect translation and that other hot Namco coin-ops, including Galaxian 3, Solovolu, and Cyber Sled will also be programmed for the new system. Rumor has it that the Namco's so impressed with Sony's new dream machine that they are retooling their coin-op development exclusively around the hardware in much the same way SNK has turned their home unit into an arcade smash...I just love doughnuts and nougat...Speaking of

SNK, Quartermann has learned that SNK will finally take the plunge and put their advanced CD-ROM upgrade for the NeoGeo on store shelves in Japan this April. It will have a 32-Bit upgrade, but will be used only in the consumer version of the hardware. Terry Aki, the Q's main man on the streets of Tokyo, tells yours truly that a U.S. release won't be far behind...Other new games from SNK include Samurai Shodown 2 in March, World Heroes 2 Jet (a faster version of the original), and the Survivor, a game that will probably have a name change but still deliver the ultimate fighting game. This 200 Meg beast will combine characters from all of SNK's previous fighting games for the final face-off...Hot rumor from the Sega front is that the company is putting their mascot, Sonic, out to pasture - at least sort of. White shirts from the vid game leader are saying that the release of Sonic 3 puts the finishing touches on the trilogy and that future releases will contain a different type of play mechanics altogether...In the face of new pressure from the Beavis and Butt-Head brigade on Capitol Hill, 3DO has backed off of its previous line of letting the market dictate the content of their games. More intense titles will now carry a "For Mature Audiences" sticker. Can't take the heat, eh boys...Look for other companies to become equally concerned about games with adult themes. Philips, the maker of the Joy of Sex and Playboy's Art of Sensual Massage, has built in a lock-out code into these games. The only way that younger folk can get them booted up is by plugging in the 4-digit code that M and P program in...

...More news from Sega...Besides the not so secret Saturn system, the word on the street is that Sega will be showing a portable Sega CD. Wowwwie! The wired-up version wasn't that great to begin with so how about forgetting about it and just skipping to the chase and getting the Saturn out in '94? The Philips portable CD game machine runs circles around the Sega CD anyway, so just give us the good stuff Sega...Look for plenty of new software to hit store shelves in the coming months. The Q-Mann has been undercover for the past few weeks at game developers around the country and managed to get the inside dirt on a number of titles that are sure to score some heat later in the year...Look for White Men Can't Jump from Trimark to try to go head to head with NBA Jam (tough call, since NBA is probably the best sports game ever created for the home market) as well as Evolver, which is based on an upcoming Trimark movie starring Brad Furlong from Terminator 2...On the 3DO front, Crystal Dynamics has their sights set on new 3DO fortunes with Star Control 2. Updated from the original Accolade release, this new version promises to have plenty of the full-motion and rendered graphics found in their earlier efforts...Also for the 3DO is Alone in the Dark by Interplay. Look for more companies to try their hand at the "interactive movie" concept as the full-motion platforms become more widely available...Interplay is also broadening their presence on other systems with Battle Chess for the Atari Jaguar. Other Jaguar games over the horizon include Race Driving and an updated rev of Pit Fighter...Finally, Enix is putting an end to the wait for two great sequels, including Actraiser 3 and Soul Blazer 2...THQ has grabbed the rights to WildC.A.T.s from Jim Lee (with Sculptured doing the design work), while Solid Soft-ware, the folks responsible for Bubsy, have a new action game under development called Morf...

...That wraps it up for this installment of the Quartermann section! Look for more info on upcoming games and gossip in the new issue of EGM, and tune in next month for a special announcement on the ultimate summer sequel...

- QUARTERMANN

QUARTERMANN'S TOP TEN REASONS WHY CONGRESSMEN DON'T WANT VIOLENT VIDEO GAMES...

The Q-Mann was in the inner chambers of Congress, peering around a flower pot at the proceedings that Washington claimed would change the face of industry forever. While the guns of gaming strapped on their bullet-proof vests, and fired first with an answer to the Washington white shirt's Q's, you're truly found out the real reasons behind the brohaha...

10. Cong. Kohl was upset after not being able to find his copy of Madonna's SEX.
9. Lieberman couldn't find Night Trap for his grandson, so he wants it banned.
8. Both congressmen were jealous that they couldn't package their BS as well as Konami boxed Lethal Enforcer.
7. The government really wants to force all games to also be made specifically for girls - of course Ranma 1/2 would be exempt.
6. Kohl just hates to see game characters sweat.
5. Someone has to run on the anti-violence ticket in '94. Of course real violence shouldn't be the issue.
4. Insect Politics.
3. Complaining about cartoon violence was getting old.
2. Congress felt this was the only way to create a level playing field - something Nintendo's marketing hasn't been able to do.
1. Hey, what better way to get on C-SPAN?

MEGA MAN X

THE Q-MANN GETS HIS HANDS ON THE SEQUEL THAT HE'S BEEN LOOKING TO PLAY FOR YEARS! MEGA MAN GOES 16-BIT, WITH GREAT RESULTS!

...The Q-Mann has always been a big fan of action games from the Mega Man mold, and this latest installment of the popular character lives up to my expectation! The game retains the same concepts that populated earlier efforts, including the process of defeating bad guy bosses and stealing away their special powers when they're knocked out. The graphics are definitely a step above anything that had been presented in the past on the 8-Bitters, and many of the special effects contained in this animation-heavy adventure are really mind-blowing! Although the game suffers the same lack of challenge that's plagued earlier chapters of the Mega Man saga, it's still a fun ride, even if it goes by a little too quickly for me...

Q-MANN RATING:

9

CAPCOM'S ALADDIN

ALTHOUGH IT DOESN'T HAVE QUITE THE GLITZ OF THE SEGA VERSION, CAPCOM'S CONTRIBUTION TO THE SUPER ANIMATION GAMES IS WORTHY...

...Although the graphics and animation don't surpass the truly brilliant visuals found in the Sega version of Aladdin, this cart holds up well anyway. The action is fairly straightforward, and broken into a succeeding number of scrolling action scenes. Most of the game involves timing jumps and other moves and there's really very little in the way of one-on-one fighting. It's still a great game, with lots to look at and plenty to do...

Q-MANN RATING:

8

...Look for a special insiders tour of the 1994 CES in the next Q-Letter, as well as the name of the lucky winner to the MK2 contest conducted by yours truly! Till next time, don't play with limp joysticks...

COMPETITION BIT BY BIT.



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Here's something to
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new Jaguar
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system has a mind
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store. Everyone else will be there chomping at the
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What we're really saying is Jaguar's 64 bits eats the
competition alive. Sink your teeth into it and you'll
see what we mean. **Get Bit by Jaguar.™**



MAJOR MIKE'S GAME ROUNDUP

X-Caliber 2097

Activision / Super NES

This is an average side-scrolling hack-and-slash your way through the levels. Plenty of enemies to get rid of, yet the entire thing is boring and rather routine. The control isn't the best either, but fans of this type may like it.

7 7 6 6
ED DAND AL SUSHI MIKE

Choplifter III

Extreme / Super NES

Yes! Choplifter, the timeless game, finally makes it to the Super NES, and it's a winner. Fans of military simulators will definitely feel at home with this one. The levels are huge, but there could be more of them.

8 8 7 8
ED DAND AL SUSHI MIKE

We're Back!

Hi Tech Exp. / Super NES

Back from where? And... why? The little ones may enjoy this cutesy game where you get to control dinosaurs, but even they may get very frustrated with the less-than-responsive controls. However, the graphics are good.

5 5 4 5
ED DAND AL SUSHI MIKE

The Peace Keepers

Jaleco / Super NES

This is a very long and very good fighting game like Brawl Brothers! Huge levels and non-linear game play make this one quite a trip. The four-on-four free-for-all is a nice option, but doesn't come off that well. A good action fighter.

7 6 4 7 8
ED DAND AL SUSHI MIKE

NHL Stanley Cup

Nintendo / Super NES

This game is Mode 7 galore, but somewhere in there the game gets completely lost. Fans of sports will be much better off with something else. This one just doesn't hook it and why is there a question for French dialogue?

5 5 7 5 5
ED DAND AL SUSHI MIKE

Super NES Sunsoft

Rabbit Rampage

Action	Release: Now
Levels: 10	12 Meg



This cart has all the right ingredients - great graphics, one of the best licenses in the world and lots of moving parts. As Bugs Bunny. Although some of the game play can get frustrating at times, once you learn the game mechanics, the game becomes one of the best I've played in a long time. The scrolling is smooth and some of the comical animations are outrageously funny. Don't miss this excellent cart!

While the game can be a bit frustrating to play at first, Rabbit Rampage becomes very enjoyable once you get over the hump. The graphics are very cartoonlike and add to the atmosphere of the Bugs Bunny theme. There's loads of treasure with lots of hidden rooms to discover. If you're a Bugs Bunny fan, this game is a lot of fun. But be prepared for some frustrating game play until you master it.

This Looney Tunes cart has some decent graphics, as well as some of the cool sounds from the cartoon series. The real bad part about the game is its poor game play. Bugs Bunny's high kick can be a very annoying attack. At times you have to get very close to an enemy to get hit, but before you do, you're already in range of his punch. Totally unfair—just like some bullets you can't seem to avoid. Frustrating.

Once again Sunsoft brings out a game based on one of the greatest cartoons of our time. Great graphics and animations of Bugs Bunny and his clown characters are commendable. Crazy sound effects and characters will surely remind you of the cartoon series. The game drawback I can find here is the game play. It takes a bit of time to get used to the controls. Overall, it's a very good game. What's up Doc!

Super NES Data East

Joe & Mac II

Action	Release: April
Levels: 18	8 Meg



Joe & Mac II is really good. It has the play control the first one lacked and it sort of has an RPG feel to it. The action of towns was a nice touch, plus the fact that you can get a wife and build up your town is a really neat. The music and animation is a far cry from the first, but really easy to get into. The graphics look like they are from the 80s. This is one of the better action games for the Super Nintendo. I highly recommend this cart.

Wow! I was completely taken by surprise with this one. Thinking it was just another mindless action game, Joe & Mac II proves that blending action and role-playing can make a great game. The graphics are absolutely stunning and the music truly have a great beat. The levels are long and have interesting surprises, but they can also be rather bland in the action department. Overall, Joe & Mac II is a definite hit!

I really didn't care much for the first Joe & Mac mainly because of its poor game play. This sequel has really improved on that and also added a nice role-playing feature. There were other cool additions, like a map where you can play levels in any order and villages to visit where you can build on your land. I totally got into it! The graphics and music have also taken a step forward. A truly fabulous game!

Better than the first Joe & Mac. This second version has many awesome animations of Joe and Mac and their evil enemies. Better graphics and a welcome improvement in things to do like going to the market and buying items to help you through the game are appreciated and the game is a real gem. Cool power-ups like spirit to get rid of your enemies. Can I say...Wow!

Super NES Imagineer

Wolfenstein 3-D

Action	1st Qtr. '94
30 Levels	8 Meg



As it is, Wolfenstein 3-D is a good game that moves fast, and has a lot to explore. While there have been other versions, the version that PC veterans know about, the cart is still a very good translation considering the Nintendo must have really had fun changing this one. Good music and huge mazes help keep you coming back for more and more. Overall, a very good game and worth buying.

Okay, so the blood was removed. Who cares? Then the voices were changed to English. It takes away some of the appeal, but hey, this game is a great one. Not many other games put you in the role of a gun-toting action running rampart through a maze shooting guards and Nazi rats (oops, there's another change). The fun of the PC version is here and that makes this game a definite must-have for action lovers.

This is a pretty good translation from the PC. Most everything about the game remains intact including the various weapons, music and the game's labyrinth. Conversely, the missing elements of the game, the Hitler and the Swastika, as the labyrinth walls, Nazis painted around and the German speech. The game play suffers a bit from its PC counterpart. Still it isn't a bad first-person shoot 'em up.

As one of my favorite games on the PC, this Super NES version almost has everything in the sense of the game play. As you know Nintendo has been known to be the "no names" company. Many of the best pictures and decorations have been taken out. Less gore is out of the game. The rotation and scaling may not be good as the PC, but it's a good translation. Sound effects are ok. But I still like this one.

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MAJOR MIKE'S GAME ROUNDUP

The Lawnmower Man TMO / Super NES

Well the movie wasn't the greatest, and this game pretty much follows suit. The graphics are average but still OK, and the sound isn't the greatest, but the virtual reality sequences are eye-grabbing and must be seen.

8 8 6 5 6
ED BAND AL SUSH MIKE

Turn 'N Burn Absolute / Super NES

This game is a complete love/hate affair. On one hand, it is very intense and plays well, but if you don't particularly like this genre of games then you won't be interested in this line cart. Give it a try though.

8 8 7 7 7
ED BAND AL SUSH MIKE

RoboCop Vs. The Terminator Virgin / Super NES

Nice try, but this just doesn't happen for me. The plot of course, is lame, and the Mode 7 sequences are very slow and choppy. The comic book-esque cinema sequences are innovative and new, but the intensity isn't there.

6 6 6 6 5
ED BAND AL SUSH MIKE



NBA Jam Arena / Genesis

For the Genesis, this game does just fine, and is probably one of the better sports games for the system. The voices are fuzzy and the colors are a bit bland. Still the game is a very good play—even with four players!

8 8 7 8 7
ED BAND AL SUSH MIKE



Goofy's History Tour Absolute / Genesis

The Goodmaster just isn't done justice this time around—it simply isn't up to the level of the other Disney video game releases. The control isn't the greatest, and there are too many cheap hits to really make it enjoyable.

7 5 4 5 5
ED BAND AL SUSH MIKE

Super NES Electro Brain

Jim Power

Action	Release: Now
Levels: 8	8 Meg



Jim Power has a lot of cool elements to it. The diversity of game play and the challenge adds greatly to the fun. The pseudo-3-D effects are just OK. Nothing really special. Why does the parallax scrolling go the wrong way? Another gripe of mine is that you can't peeve of mine is that you can't peeve of mine is that you can't peeve of mine is that you can't peeve of mine.

Who needs drugs? Just play Jim Power. If the mind-boggling 3-D effects don't get you, the difficulty sure will. For the experienced players, the game is rewarding with extremely challenging levels, darn good music and those 3-D glasses. The 3-D effect works great, but you may need a vacation. There's a lot of vanity with shooter, overhead and side-scrolling sequences. This one is a toughie!

I didn't think a 3-D video game was possible, but the effect in this cart actually works! It's a neat feature, but you get a headache after awhile. Besides, the colorful graphics and music are fine without it. The character moves fairly well, but the action kicks in when enemies pop out of nowhere so fast that there's nothing you can do but take a mandatory hit. It's already a tough game. Why make it close to impossible?

Wait a second. Let me focus my eyesight. OK. The 3-D effects are cool especially with the 3-D glasses. We don't play it for a long time, but the background scrolling is the best of the 3-D effect. Moving your character around is a piece of cake. The main factor is that enemies will appear at you from nowhere, and you can't have the time to react. This game is too frustrating to achieve stardom.

Genesis Konami

Castlevania Bloodlines

Action	Release: Now
Levels: 6	8 Meg



Bloodlines is a great game in itself, but it seems too far detached from the Castlevania theme. The special effects blow away most other Genesis carts easily, especially in the Tower of Piss. It handles very well, and the choice of two different characters was a nice addition. The visuals are good, but dark and gloomy. The Bosses are somewhat laughable, but they don't ruin the game. Try it, you'll like it!

Well, it looks like the Genesis got the game it always wanted. Was it as good as expected? Oh yeah! This game stands out all the best of the Castlevania series and serves it on the great platter. There's more blood here than you can shake a Colossusman at and the play control is superb. The Bosses really aren't a sight to see. They're beautifully animated and extremely cool to fight. This is one to watch for.

Konami was due for another Castlevania title and comes up with yet another winner in Bloodlines. The cart has all the great graphics and sounds that Konami is known for. The option of choosing between two characters is only part of the special abilities and abilities are also great. The huge Bosses have some of the coolest attacks and special effects. This game is a must-have for Genesis owners.

I admit it. Konami is the king of Castlevania games. Bloodlines is another awesome game from start to finish. Incredibly detailed graphics is one of the things I noticed. The soundtracks are truly Konami style. Excellent! Animations and special effects of enemies that I never seen in a game before. In all honesty, what you say "awesome!" Very cool weapons you can pick up. Put me on the wait-list for this one.

Genesis Data East

Dashin' Desperadoes

Action	Release: Now
Levels: N/A	8 Meg



Dashin' Desperadoes is a strange game indeed. I like it in a perverse sort of sense. The comical characters have some neat animations. The whole game is one continual race. Especially like the Boss, where you must stop the car to save your girl. The Two-Play Mode is a welcome feature. This cart has limited appeal, but it is fun. If you are looking for a cart that's different, you might like this one.

Dashin' Desperadoes definitely gets points for originality. The idea is simple: race your opponent to see who gets the girl. It's a simple concept that is surprisingly fun to play. Dabbing bombs at your opponent or picking up other items adds to the all-out action! The game is 100 times more enjoyable with two players since the computer can easily kick your butt. The game can be too repetitive after a while.

This is a weird game, but that's okay with me. I like games with a little originality, especially this one. I like the logical theme behind it with the two characters racing in competition for a girl. The graphics are nice and the music adds the humorous theme. I don't like how it excels in the two-player simultaneous mode, but isn't much fun with one player. Although it's original, it can get boring after a while.

I don't know about you, but this is obviously going in the "I don't know what type of game" column. One thing is sure, it's something different. Remember a girl? Well anyway, if you like it, it may be its actually a good game. Delay your computer by throwing bombs at each other. A very good two-player game that may last for a couple of hours. A cool concept that may be good for parliars. It could use more weapons.

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MAJOR MIKE'S GAME ROUNDUP

GA

Mega Turrican Data East / Genesis

Mega Turrican is a very good game. The levels are huge and there are many, many power-ups and items to collect. The levels are huge and your character's swing cable is a great and innovative weapon.

9 8 8 8 8
ED BARD AL SUSHI MIKE

GA

Family Feud GameTek / Genesis

This game is much better than one would expect. It is very entertaining. The only problem is there are too many questions and there could be a little more give where the answers are concerned. Overall a good game.

7 7 7 7 7
ED BARD AL SUSHI MIKE

GA

Wiz N' Liz Psygnosis / Genesis

Despite the odd title, 'Wiz N' Liz' is a rather enjoyable running-type game with good graphics and a challenging level. The levels are huge, but the game is a bit easy and ideal for the younger players. This is a lot like Super Trolland.

8 8 7 7 6
ED BARD AL SUSHI MIKE

GA

ToeJam & Earl 2 Sega / Genesis

They're back and in an entirely new adventure. Fans of the original Toe Jam & Earl will probably not be able to live without this game, and rightly so—there is more to explore this time around. The second time is a charm.

7 7 7 7 7
ED BARD MIKI SUSHI MIKE

GA

Soldiers of Fortune Spectrum Holobyte / Genesis

This game has several good features for fans of the run-and-shoot genre. Fans of overhead-view action games like Gauntlet and Technodash, will definitely feel at home with huge levels and several weapons.

7 7 5 6 7
ED BARD MIKI SUSHI MIKI

EDITOR'S CHOICE 2000

Genesis	Virgin
Jammit	
Sports	Release: May
Levels: N/A	16 Meg



Jammit is nice because it is different from all the other basketball games out there. On the other hand, it gets boring because what you can do is totally limited. The voice is so-so, and the control is slightly above average. Jammit's graphics are somewhat cool, albeit very dated. This is one of the better basketball games for the Genesis. It does need more players for you to choose from. This cart is pretty cool.

Reminiscent of the old C-64 game (Jordan vs Bird) Jammit tries to be a tough one-on-one basketball game, but lacks in a few key areas. The voices, while having a street-type attitude, sound really easy and would be better off gone. The game plays pretty well, but could use some tweaking to go all night. With two players, it's great competition since the computer can make a shot from practically anywhere.

I really had a hard time trying to get into this game. There were too many tough spots in it. First, the talking voices and music really wore me out. The only thing you can turn them off, the graphics were too jagged and the play control needs to be tweaked out. On the plus side, you can choose from three different colored players and play on different courts. Hardcore b-ball players might like this. Nice try!

I was really disappointed. What are they trying to do? I kept playing to give it a chance and to give this a fair review, but I just couldn't get into it. The graphics are nice, but the sounds are very bad. The trash talking was funny, but the whole concept is thrown out the window. You can't even control your dunks. Nice bricks, too. Not the most impressive basketball game out there.

Sega CD	Sega
Ground Zero, Texas	
Shooting	Release: Now
Levels: N/A	CD-ROM




This has got to be the best Sega CD game I've ever played. It handles great, and there's a lot to keep you glued to your TV. Just where did they dig up those lousy actors for Ground Zero? One thing I definitely didn't like was the part where you had to get the code in or you blew up. Remembering the shapes while looking aliens is pretty tough. Overall this is the best Sega CD game you can probably consider.

Sega must be trying to get the award for the most live-action games around. Ground Zero is probably one of the better ones out. The story line is very good and the scenes have enough randomness to keep you from getting bored. The acting, as usual, was B-movie on the way, complete with cornball dialogue. If you're into these games, this one's decent, but the concept is drying up.

Out of all the Sega CD games with live-action, I would have to say that this is the best of them all. Even though the overall plot is nothing new, it's still pretty interesting. The graphics are decent and the music sets the tone of each scene. The actors could have been better and the dialogue was a little sorry at times. The game is easy to learn, but moving a cursor with the pad is a terrible way to shoot the enemy.

As more CD games are coming out, the games get even better. Like the other live-action games, Ground Zero, Texas is much better laid out in the sense of the footage of the game and the actions you have to do. Very cool sequences that are quite detailed. The music and sound effects set the tone of the game—successful. Shooting with the pad can get frustrating. It would be cool if you had gun or other weapon.

3DO	Virgin
Night Trap	
Action	Release: Now
Levels: N/A	CD-ROM



So this is the game that scared Congress. Hmmm. When compared to the Sega CD version, it's easy to tell that one is much better. The actor screen and the clear picture help you see the action better. It also plays infinitely better. You can easily trap the thugs this time. The timing is much better. Overall the game gets boring after continual play, but if you like seeing B-movie action, you'll like Night Trap.

Night Trap was a great looking game on the Sega CD, but this version just blows it away! Less pixelated and a bigger screen may not seem like much but it is an improvement. Simply go around and suck the blood from women... oh sorry. I don't know where I heard that story. Anyway, the game plays great and has less access time when switching rooms. But on top of all this, the game is getting old, quickly.

3DO outdoes the Sega CD version by a wide margin with its own version of Night Trap. The sounds remain the same. But at first sight, it is obvious to see that the graphics are much cleaner because of the high color palette. The game play has also improved and 3DO comes with have never played the old interface simple to use. Like most of the live-action games, I found the acting poor. A good 3DO addition.

You've got to admit, 3DO's graphics are far superior to the 16-bit machines. Even though Night Trap is an old title, the 3DO machine really enhances the graphics and sound. It seems like every CD system is coming out with a live-action game. I don't know about you, but I've noticed in all of these live-action games all of the actors seemed like they were only paid one dollar for their acting. Good game though.

* NOTE: Certain stickers put on box by software company.

DRAWN TO BE DIFFERENT!

The only black and white in Fido Dido's world is his body. This character judges no one and follows his own alternative beat. He is so cool everything he touches bursts into color. Now, you can follow Fido Dido in two separate new games from Kaneko USA for Genesis and Super NES. For Genesis, Fido Dido comes to life off an artist's drawing pad. Like real life, he gets sucked into one predicament after another. He is pulled into pencil holders, postcards, computers, books, a waste basket and even the artist's ear. After being sucked into a computer, Fido finds it infested with software bugs. He uses a spray bottle to hose the bugs away. There are six levels of play and a bonus "secret" level if you can find it. Fido Dido for SNES is a fun-filled adventure

that begins in Gadget Gorge, a place crammed with machinery and gadgets. He must disarm them while avoiding the idiotic knuckleheads. In his own alternative style Fido finds a creative way out. Both games are 8 Meg and for one or two players. They feature twelve secret codes as well as powerups in the form of bubble gum, paper airplanes, refrigerator magnets and more.

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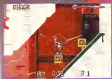
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SNES

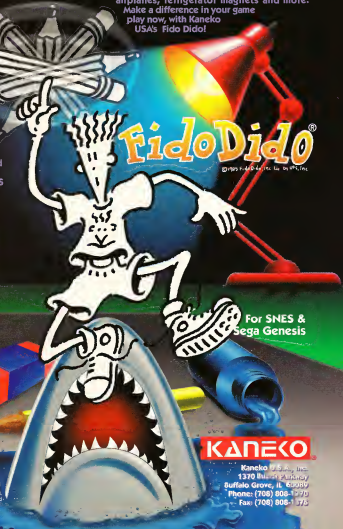


Genesis



Genesis

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For SNES & Sega Genesis

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MAJOR MIKE'S GAME ROUNDUP

GA

Stellar Fire Dynamix / Sega CD

A first-person perspective shooter that looks a little like *Battlezone*, but doesn't really hack it. The sounds are slight and the cinematics are dynamite, but they are so good that they make the game a real letdown.

6 7 4 4 6
ED DANO AL SUSHI MIKE

NA

Double Switch Sega / Sega CD

More like *Night Trap*, only you get to work for Corey Haim (ugh, yuck!). Check a series of rooms and catch all the bad guys with the main objective being to free Eddie. This game is a little more involving than *Night Trap*.

7 7 5 5 6
ED DANO AL SUSHI MIKE

NA

Prize Fighter Sega / Sega CD

For a first-person perspective fighting game, *Prize Fighter* fares very well with the black-and-white footage being incredibly effective (as it was in the movie *Raging Bull*, also about boxing).

The Sega CD is getting better.
7 6 8 5 7
ED DANO AL SUSHI MIKE

GA

Dragon's Lair Ready Soft / Sega CD

Frustration abounds in this CD version of the arcade classic. You have to have pinpoint accuracy to be able to survive this one, and believe me, it will definitely make you very angry! Still, graphically, the game is very well done.

8 7 5 5 6
ED DANO AL SUSHI MIKE

GA

Chuck Rock 2 Virgin / Sega CD

The opening cartoon for this game is dynamite, and the game itself isn't too shabby either. The control is a little stiff, so keep the punching bag handy. There is also a lot of humor to be found in the details of the levels.

7 7 6 7 7
ED DANO AL SUSHI MIKE

Amiga CD Mindscape

D/Generation

Shooter Release: Now
Levels: 125 CD-ROM



This game is addicting, fun and a bit gory. The graphics of the main character are a bit cheesy, but the backgrounds are really detailed. It's a nice combination of puzzles with action. The many traps will test your mind and your reflexes. The control is sometimes a little jerky because the controller has the perspective as a tad off. This game has the cyber-punk look to it and it comes off really well.

I don't know how this one compares to the PC version, but on the Amiga, it's pretty cool. The game is different from anything else I've played. Running through a building saving people from blobs is quite fun. The control is awkward since you must move diagonally and the controller doesn't accommodate this very well. *D/Generation* is an easy game to get into and delivers hours of fun, once you get the hang of it.

D/Generation is one of the better games for the Amiga CD. I like the unique blend of action and puzzles throughout each level. The CD music is well done and matches the action and the theme. The story is thought-out well and plunges the player further into the game. I think the graphics could have been done a lot better. My main beef is the awkward setup of the pad to move the player. Cool though.

Out of the first batch of Amiga CD titles, *D/Generation* is one of the better games I played. The graphics aren't really up to the Amiga CD's capability and the controls were awkward at times. But if you get past that, *D/Generation* does game play that is a nice combination of action, puzzle and strategy. Once you start playing, it's hard to put the controller down as you try and complete just one more level.

Jaguar Atari

Cybermorph

Shooter Release: Now
Levels: 50 5 Meg



I did not really care for this first generation game. It did not fully utilize the power of the Jaguar. Maybe I just expected too much of this machine, but there at least here, there's some music during the game. The whole point of collecting pads didn't hold my interest very long, but the virtual world was a cool idea that could be vastly improved on in future games. Overall, I'm a bit disappointed with this one.

I'll have to admit that I expected more from the all-powerful Jaguar, but this is a first-generation title. *Cybermorph* offers some cool features like nicely shaped polygons and non-linear movement, but the sound effects were horrible and *Systel* was a nuisance. The idea of finding pods on the planets got old quickly. There was a lot of strategy involved making *Cybermorph* a decent first title.

I wasn't at all impressed with *Cybermorph*. Although it is on a 64-bit system, with some neat effects, there really was nothing about it that was exciting. Collecting pads scattered throughout the terrain became a bore. There was no music at all during the game and the onboard computer's voice got pretty annoying. You couldn't adjust your ship's altitude. With some tweaking, this could be decent.

My first impression was that the sound wasn't turned up because the effects were so subdued. After you get through the tiny intro music, you're left with simple beeps. While the graphics are OK, the game play isn't exciting enough to keep you coming back for more. Part of the disappointment was the high expectations and power of the system. I don't enjoy these flight simulators and this wasn't done very well.

Duo T.T.I.

Terraforming

Shooter Release: Now
Levels: 8 CD-ROM



Terraforming is a shooter with no real appeal to me. The music is good, but it's a CD game. The graphics are really cheesy, and the Showers, Curran Boss really takes the cake. I'm sorry, I'm a big fan of *Duo*, but this game just doesn't cut it at all. It plays about average. The only redeeming feature is that you can use your thrusters as a weapon. Too bad T.T.I.'s game could have been much better.

Terraforming is T.T.I.'s latest release? Oh man, guys! This game is completely dull and boring. Shooters are known for wild power-ups. While they're nothing spectacular, there are a lot of them making you nearly invulnerable at times. The music is a joke. Most of the tunes don't even match the boss they're for. This could have been a good game two years ago, but the *Duo* is dying quickly.

Shooters are one of my favorite types of games, but *Terraforming* is one shooter I just couldn't get into. Aside from the ability to use your ship's thrusters as a weapon, about half was nothing unique about the game. Most enemies looked alike and there were probably two different types of enemies per level. Nice variety. The CD music didn't even match the levels of the game, and lacked intensity. Sorry.

I just couldn't quit playing this game. I played through level after level hoping that there would be some awesome power-ups or something like *Gunz* of Thunder. The game had simple patterns to defeat the enemies and Bosses which made the game play more pattern oriented and less action packed shooter. It's a decent CD type game with good sounds but it needs a better feel and some unique weapons.

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like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

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MAJOR MIKE'S GAME ROUNDUP

Fatty Bear's Birthday Humongous / 300

This is a lot like the Putt-Putt games in that they are delightfully geared for the younger players. Fatty Bear's is more of the same—learning and making cozy things. If it is a toss-up, though, go with Putt-Putt.

8 7 6 8 7
ED DUNG AL SUSHI MIKE

Trevor McFar Atari / Jaguar

For one of the first games for the new Alan Jaguar system, Trevor is very disappointing. The graphics are very nice, but the game is not very challenging, not to mention the controller cramps your hand. Surely they can do better.

5 4 4 4 3
ED DUNG AL SUSHI MIKE

Ms. Pacman Namco / GameBoy

Yes, she's back in a game that is identical to the arcade. You know the point-run-around-and-eat, eat, eat your way to victory. Fans of the arcade classic will surely want to pick this one up. This is a simple, fun game.

7 7 7 7 7
ED DUNG AL SUSHI MIKE



Pinball Dreams Bametek / Game Gear

Pinball never really worked well on portable systems and Pinball Dreams is no exception. The boards are huge, but the game is a little slow. Plus, what exactly is that bat/spike thing on the one pinball board? I'm clueless!

7 6 6 4 6
ED DUNG AL SUSHI MIKE



RoboCop Vs. The Terminator Virgin / Game Gear

RoboCop vs. The Terminator for Game Gear holds up pretty well, however, this one suffers from some slowdown and a horrible case of breakup. The video-digitalization is very good, yet the game is a little dull.

8 8 6 8 6
ED DUNG MART SUSHI MIKE

NES Song Imagesoft

Cliffhanger

Action Release: Now
Levels: 4 2 Meg



Cliffhanger is a feeble attempt with a license. The graphics are very poor, even when compared to other 8-bit games. The side-grabs of the game and the control is not even worth mentioning. The NES came out more than this. Cliffhanger was built as a first generation game, but with more software like this, it's the last generation. This game needs an overhaul to be even somewhat palatable. Very poor.

Cliffhanger was a decent flick, but this wimpy 8-bit version doesn't even compare. The graphics are far below NES standards. But even worse, the game just isn't any fun! There's way too much dead space since you only see about one enemy at a time and everything you just have to try. The controls need a serious overhaul due to too much lag time. Games like this won't bring the 8-bit back from the grave.

Cliffhanger is not a good game and let me tell you why. First, it is one of the most frustrating games as far as speed goes. There's a delay in the controls which hampers your ability to avoid the hits. The graphics look as though this is one of the first games for the NES. The music and sounds are as annoying as the graphics, scrapping a blackboard. The only redeeming quality of the game is that you can turn it off!

What is going on with this game? I know it's NES but even for 8-bit this thing is far behind its time and capabilities. Why you ask? Well the graphics look like early 8-bit, the sounds are just blips and beeps, and the game play just doesn't work well. There are plenty of other good games for the NES but Cliffhanger and this one just falls way behind the system's expectations. Like the movie, this was a letdown.

GameBoy Nintendo

Kirby's Pinball Land

Pinball Release: Now
Levels: 3+ 4 Meg



Kirby's Pinball Land is one of the best pinball games I've ever played. The GameBoy screen blurs very little, however, and the little ghost enemies invisible because of it. There are a lot of cool features that remind me of Pinball for the NES. Lots of hidden things make us want to go back to it. The game gives you a chance to recover a lost ball. If not for the blurring, this would've gotten a nine.

Pinball games seem perfectly designed for the portable systems. It's an easy concept, has loads of possibilities and when you throw in the adorable Kirby, the game is just too fun! This game plays great and there's loads of cool stuff to find. The usual drawback to fast moving games on the GameBoy is the blurring. Kirby just blurs so much when moving that you can lose track of him.

This is one of the better pinball games for any system. Kirby's Pinball Land takes one of the cutest video game characters and has implemented it in a very good pinball version. It's the three different pinball boards and that you can travel from board to board during the game. Each level has cool animations, but it's kind of hard to appreciate them when there's so much blurring on the screen. It's great, otherwise!

OK GameBoy, green is an annoying look to have to play anything on yet, I just can't help but like that purple little Kirby guy. If you have to live with it with you, this one is cute and quite addicting. Normally, I don't care for video pinball, but this has decent graphics and sounds for the little green machine. Features like second chance balls, moving targets and multiball play make it a more than bearable cart to tote.

Game Gear Arena

NBA Jam

Sports Release: Mar
Levels: N/A 2 Meg



What can I say? ... this sized-down version is great. Like the Super NES and Genesis versions, NBA Jam contains a lot of little tricks and strategies in it to make it play hot and fast. The game moves fast, needs a little bit too much so. With the small screen, the ball gets lost in the action a bit. I like the 3D plays, but my eyes get goofy after a while. I seriously recommend this cart if you have a Game Gear.

Fantastico! I don't think this game could be done well on the Game Gear, but it is great. The computer really needs us some good strategies for scoring. The control is great and the graphics are really crisp and great. The sounds, however, are disappointing. The annoying noises and squeaks when shooting the ball take their toll on the ears. Overall, this game will definitely please fans of the arcade while on the go.

Although the Game Gear has some limitations, this game does come off fairly well from a standpoint of an arcade translation. Compared to other GG games, the graphics are decent and the game plays very well. It's too bad that most of the awesome jams had to be taken out. The play-by-play announcements had to be omitted because of memory problems. Any GG owner who loves basketball will love this game.

This just doesn't have the impact that the SNES and Genesis have. Sure it isn't a 16-bit system and can't be compared, but it's the features like the power jams and slams that made this game a hot commodity in the arcade and 16-bit formats. The graphics are decent and the sounds are complementary with the play-by-play, but it needs that edge to push it above average. It does play well though and is a worthwhile title.



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H E N E X T L E V E L

EGM'S HOT TOP TENS

TOP TEN MOVIE CHARACTERS IN VIDEO GAMES

Movies aren't only on the silver screen—they're in your NES, Super NES, Genesis and other systems! Here are 10 movie characters in video games. Even the more recent movie releases are sporting such movie characters as Mr. Wilson from Dennis the Menace and even little Kevin from Home Alone 2! Here are 10 famous movie characters:



#1 **GOOZILLA**
SUPER GOOZILLA (SNES)



#2 **LUKE SKYWALKER**
SUPER EMPIRE (SNES)



#3 **RIPLEY**
ALIEN 3 (GEN)



#4 **ROBOCOP**
ROBOCOP VS. TERMINATOR (GEN)



#5 **DR. GRANT**
JURASSIC PARK (GEN)



#6 **BATMAN**
BATMAN RETURNS (SNES)



#7 **PREDATOR**
ALIENS VS. PREDATOR (SNES)



#8 **GABE**
CLIFFHANGER (GEN)



#9 **TERMINATOR**
T2: JUDGMENT DAY (GEN)



#10 **MARTIN RIGGS**
LEthal WEAPON (SNES)

EDITORS' TOP TEN



The PC-Engine smash from Konami Dracula-X, is the hands-down winner among our editors!



#1 **DRACULA-X / KONAMI**
DUC 4 Months ▲

#2 **MEGA MAN X / CAPCOM**
SNES 4 Months ▼

#3 **NBA JAM / ACCLAIM**
SNES 1 Month -

#4 **SAMURAI SHODOWN / SNK**
NEO 6 Months ▼

#5 **THE NINJA WARRIORS DREAM / DATA**
SF 4 Months -

#6 **THREE BROTHERS FIGHTERS / KONAMI**
SNES 6 Months ▲

#7 **PUT-PUT JUNGLE THE PARADE / NINJAMEN**
3DO 2 Months ▼

#8 **ACTRAISER 2 / ENIX**
SNES 4 Months -

#9 **CASTLEMANIA BLOODLINES / KONAMI**
GEN 1 Month -

#10 **FATAL FURY SPECIAL / SNK**
NEO 2 Months ▼

READER'S TOP TEN

There were three ties this month in the fierce competition for number one! Mortal Kombat (the bloodless one) takes the top spot at a time when the government is trying to keep us safe from such games. Oh my!

#1 **MORTAL KOMBAT / SNES**



MK is holding its head high again as the champion!

#2 **STREET FIGHTER 2 / SNES**



The oldie but goodie is hanging on to the charts!

#3 **STREET FIGHTER 2 CE TURBO / SNES**



More speeds, more fighters and more Mega! Look out!

#3 **SUPER EMPIRE STRIKES BACK / SNES**



Tied for number 3, it's Luke and gang in this sequel!

#5 **MEGA MAN X / SNES**



Yes! He's gone super and is tied for fourth place.

#5 **MORTAL KOMBAT / GENESIS**



Blood, blood! Quick, call your congressman!

#7 **STREET FIGHTER 2 CE / GENESIS**



Even the Genesis system has Guile and gang.

#8 **ETERNAL CHAMPIONS / GENESIS**



One of the three tied at number 6—Trident and co.!

#8 **JURASSIC PARK / GENESIS**



Dr. Grant is running away from the dinosaur!

#8 **MORTAL KOMBAT / SEGA CD**



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Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of December 15, 1993

NINTENDO	
#1	TETRIS 2 / NINTENDO 3 Months -
#2	KIRBY'S ADVENTURE / NINTENDO 7 Months Δ
#3	TMNT: THE MANHATTAN PROJECT / ADVANCE 2 Months ∇
#4	CELESTIA'S PALACE / VISION 3 Months Δ
#5	JURASSIC PARK / OCEAN 4 Months ∇
#6	BATMAN RETURNS / KONAMI 2 Months ∇
#7	TETRIS / NINTENDO 1 Month -
#8	TINY TOON ADVENTURES 2 / KONAMI 2 Months Δ
#9	SEPER MARIO BROS. 3 / NINTENDO 14 Month -
#10	NBA: MANGEL'S WORLD CHAMP. BASKET / BANDAI 1 Month -

SUPER NES	
#1	MADDEN NFL '94 / EA SPORTS 2 Months Δ
#2	CLAYFIGHTER / INTERPLAY 1 Month -
#3	NHL HOCKEY '94 / EA SPORTS 2 Months Δ
#4	THE SECRET OF MANA / SQUARE SOFT 3 Months Δ
#5	TECMO SUPER BOWL / TECMO 2 Months ∇
#6	NHL SHOWDOWN / EA SPORTS 2 Months ∇
#7	DISNEY'S ALADDIN / CAPCOM 2 Months ∇
#8	MORTAL KOMBAT / ACCLAIM 4 Months -
#9	NHL STANLEY CUP HOCKEY / NINTENDO 1 Month -
#10	SUPER EMPIRE STRIKES BACK / JVC 2 Months ∇

GENESIS	
#1	MADDEN NFL '94 / EA SPORTS 2 Months -
#2	NFL FOOTBALL 94 STARRING JIM VINCINI / SEGA 2 Months -
#3	MORTAL KOMBAT / ACCLAIM 4 Months Δ
#4	NHL HOCKEY '94 / EA SPORTS 3 Months Δ
#5	SONIC SPINBALL / SEGA 1 Month -
#6	DISNEY'S ALADDIN / SEGA 3 Months -
#7	TECMO SUPER BOWL / TECMO 2 Months ∇
#8	STREET FIGHTER II CE / CAPCOM 5 Months -
#9	NHL WISLA GATORS FOOTBALL / EA SPORTS 4 Months ∇
#10	MS. PACMAN / TENDER 2 Months -

SEGA CD	
#1	SONIC CD / SEGA 1 Month -
#2	LEthal ENFORCERS / KONAMI 2 Months ∇
#3	JOE MONTANA'S NFL FOOTBALL / SEGA 3 Months Δ
#4	PRIZE FIGHTER VIDEO BOXING / SEGA 1 Month -
#5	DRAGON ZENAI, TEXAS / SONY IMAGESOFT 1 Month -
#6	AR-3 THUNDERSTONE / JVC 2 Months ∇
#7	BRAM STOKER'S DRACULA / SONY 1 Month -
#8	SILPHOED / SEGA 3 Months ∇
#9	LUNEL, THE OTHER STAR / NUBISHI REGION 1 Month -
#10	STELLAR FIRE / GEMMA 1 Month -

GAMEBOY	
#1	MORTAL KOMBAT / ACCLAIM 3 Months Δ
#2	KIRBY'S DREAM LAND / NINTENDO 16 Months ∇
#3	SEPER MARIO LAND / NINTENDO 16 Months ∇
#4	KIRBY'S PINWHEEL LAND / NINTENDO 1 Month -
#5	LOUIS OF ZELDA: LINK'S ADVENTURE / NINTENDO 5 Months -
#6	SEPER MARIO LAND 2 / NINTENDO 13 Months ∇
#7	TETRIS / NINTENDO 8 Months ∇
#8	YU-PIE / NINTENDO 1 Month -
#9	NEAR ALL-STAR CHALLENGE 2 / ACCLAIM 1 Month -
#10	FINAL FANTASY III / SQUARE SOFT 4 Months ∇

GAME GEAR	
#1	MORTAL KOMBAT / ACCLAIM 4 Months -
#2	SONIC CHAOS / SEGA 1 Month -
#3	EGGS THE DOLPHIN / SEGA 2 Months Δ
#4	THE REN & STIMPY SHOW / SEGA 2 Months ∇
#5	DILOUNGS / SEGA 4 Months Δ
#6	WORLD HEROES BILLYBALL / SEGA 4 Months -
#7	STREETS OF RAGE 2 / CAPCOM 4 Months ∇
#8	JURASSIC PARK / SEGA 4 Months ∇
#9	STAR WARS / U.S. GOLD 2 Months ∇
#10	TOON G. JENNY / SEGA 6 Months ∇

EGM'S HOT TOP TENS

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- | | | |
|-------------------------------------|--|--------------------------------------|
| 1. SNES / SUPER EMPIRE STRIKES BACK | 17. SNES / TMNT: TOURNAMENT FIGHTERS | 33. SEGA CD / MONTANA FOOTBALL CD |
| 2. SNES / STREET FIGHTER 2 CE TURBO | 18. GENESIS / SONIC THE HEDGEHOG 2 | 34. PC ENGINE / ORACULA-X |
| 3. SNES / SUPER MARIO ALL-STARS | 19. GENESIS / ETERNAL CHAMPIONS | 35. DUO / STREET FIGHTER 2 CE |
| 4. SNES / STREET FIGHTER 2 | 20. GENESIS / STREET FIGHTER 2 CE | 36. 3DO / CRASH 'N BURN |
| 5. SNES / SUPER STAR WARS | 21. GENESIS / JURASSIC PARK | 37. NEO-GEO / SAMURAI SHODOWN |
| 6. SNES / FX TRAX | 22. GENESIS / MORTAL KOMBAT | 38. NEO-GEO / WORLD HEROES 2 |
| 7. SNES / ACTRAISER 2 | 23. GENESIS / SONIC SPINBALL | 39. NEO-GEO / FATAL FURY SPECIAL |
| 8. SNES / BATMAN RETURNS | 24. GENESIS / ROBOCOP VS. THE TERMINATOR | 40. NES / KIRBY'S ADVENTURE |
| 9. SNES / YOSHI'S SAFARI | 25. GENESIS / BLOODLINES | 41. NES / SUPER MARIO 3 |
| 10. SNES / FINAL FIGHT 2 | 26. GENESIS / ALADDIN | 42. NES / RESCUE RANGERS 2 |
| 11. SNES / MORTAL KOMBAT | 27. GENESIS / ZOMBIES ATE MY NEIGHBORS | 43. NES / MEGA MAN 6 |
| 12. SNES / STARFOX | 28. GENESIS / STREETS OF RAGE 2 | 44. GAMEBOY / ZELOA |
| 13. SNES / AERO THE ACRO-BAT | 29. SEGA CD / CD SONIC | 45. GAME GEAR / JURASSIC PARK |
| 14. SNES / SUPER TECNO DOWL | 30. SEGA CD / BILLY HEED | 46. GENESIS / SONIC CD/DG |
| 15. SNES / CLAYMATES | 31. SEGA CD / SUPER BATTLETANK 2 | 47. ARCADE / SUPER STREET FIGHTER II |
| 16. SNES / CLAY FIGHTER | 32. SEGA CD / MORTAL KOMBAT | 48. ARCADE / MORTAL KOMBAT II |

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through February 30.

EA
SPORTS
MULTIMEDIA GAMES



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While at this writing, no conclusive data, a number of sources have expressed concern and propensity to discuss international politics, and a bizarre compulsion to sit up straight in their chairs, speak in clear,

Jersey. While the actual hair color of the player in the foreground, actual hair was said to have possessed a unique color, connections between papaya consumption and these various

OUCH!

PANASONIC INTRO
INTERACTIVE

More powerful, more colorful, more responsive than ordinary systems. 3DO technology is so real it hurts. And Panasonic makes the only system that has it.

Put on your protective gear, what we've got here is no sissy video game.

You're barreling downfield toward the end zone, eating up yardage when suddenly you see him. 240 towering pounds — and talk about muscles — there isn't a flat surface on this guy! Or anywhere on your screen, for that matter. We're talking near 3-D graphics here.

You take to the left, the right — the program gives you total freedom. But he crushes you just like same.

First and goal, the crowd goes ballistic, and you watch an instant replay that actually comes up instantly. Before you know it, you're in formation again. Breath short, knuckles white, heart pounding — this is a video game that makes you break a sweat. This is R-E-A-L.

Introducing the Panasonic R-E-A-L 3DO Interactive Multiplayer, the most highly-evolved integration of audio, video and interactive technology available. It plays audio and photo CDs, and soon, with an optional adapter, video CDs. It will introduce you to a stunning new generation of interactive education, information and entertainment software. And it makes video gaming come to life.

With 50 times more power than ordinary video game systems and PCs. Up to 16 million displayable colors for photorealistic picture quality. Digital CD sound (with right and left outputs for stereo hookup). And a 32-bit RISC chip architecture that makes interaction fast and furious.

All of which means less lag time, better visuals and more play options as you lead your team downfield.

In other words, it's real.

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just slightly ahead of our time.®

IT'S REAL.
DUCES THE R-E-A-L 3DO.
MULTIPLAYER..

GAMING GOSSIP

...SONY PS-X SYSTEM READED...
...NAMCO BACKS PS-X WITH HITS...
...CAPCOM TO RELEASE SF2 LEGENDS...
...MARIO 5 TO HIT WITH PROJECT REALITY...
...STAR FOX 2 WEIGHS IN AT 32-MEG...
...3DO HAS HARD TIMES ON MARKET...
...WONDERMEGA GOES STATESIDE...
...Q-MANN RATES THE SENATE...

...Time to strap on the D-Cells and plug in for power, as the Q-Mann delves deep into the world of gaming gossip! Yours truly went out of his way this month, my Quarter-Friends, for the straight scoop on the hottest news for hardware heads! While we'll uncover the latest from Sony, the Q also kept his ear to the ground and came up with some special info on Nintendo's upcoming super system and a Wonder-Mega update! So recharge your Ray-O-Vacs and sit back for the good stuff...Hot on the Q's list of heavy hitters to be is Sony's new PS-X mega machine, which not only promises advanced polygon technology and RISC processing (the latest catch-phrase in every new game system's arsenal of engineering tricks), but also promises to have some major software muscle backing up its release. The Q-Mann hears that Capcom and Konami have both committed to the unit, as well as Namco which will be bringing their super coin-ops like Solovolu and Galaxian 3 into the home market!...In related news, Q's main man in the Land of the Rising Sun has confirmed that Capcom's first foray onto the PS-X will be a Street Fighter 2 "Legends" package that includes Street Fighter 2, Street Fighter 2 - Champion Edition, Street Fighter 2 - Turbo Hyper, and Super Street Fighter 2 all on one CD! This is a major coup for Sony, which hopes to have the game systems in front of everyone by the end of the year...

...Speaking of other software releases tied to new mega-systems, the Q has learned that the mighty 'N has already busted open the design team of the Mario adventures and plotting has already started for the fifth entry in the series. The new Mario 5 is expected to debut as the pack-in for the Project Reality machine in '95, and, according to a source deep within Nintendo, it will take advantage of PR's rendering and modeling capabilities to create Mario worlds unlike anything that has ever been seen before...Also due from the Nintendo front is a monstrous 32-Meg update to last year's Super NES hit, Star Fox! The sequel is expected to get the bow at the Summer CES with an in-store target date of X-Mas '94. The preliminary specs are scorching, with two-player simultaneous action and a real environment that let's you fly within and around three-dimensional objects, a la Atari's Steel Talons...

...The boat is rocking on the 3DO, and from what the Q has heard, the waves are only going to get higher! Look for an enhanced 3DO that incorporates all of the advanced architecture that wasn't ready when the machine launched last year to hit stores sometime in '94, as well as a broadening emphasis on the console as an enhanced game machine that can play movies and more...Yours truly has also heard that some of 3DO's partners are getting edgy about the initially slow sales of the \$700 super system. While the Q still feels it's a little too early to tell, considering the majority of the slick softs won't appear until later in the summer, the company did delay another stock offering as the company's market value continues to plummet. Unless 3DO is successful in either a) lowering the price of the machine or b) expanding what it can do, the unit could stagnate even further...

...Still more new release info for tech-heads on the hardware horizon. JVC's lost shadow, the Wonder-Mega, is expected to hit stateside later this year with a new shell and a new name (the X-Eye). Packed-in with the new Mega will be a Compton's Interactive Encyclopedia (informative), a CD+G Karaoke disk (interesting), and a new Sega CD game release (entertaining). JVC is ramping up to make educational games a focus for the new machine but, c'mon fellas, get a clue from 3DO! You can't enter the games market with a hunk of hardware that costs more than the television its played on!...The Q-Mann rates the C-SPAN debate over violence in video games: The Winners - Bill White, who coolly weathered the storm as the spokesman from that vile and evil game company called Sega that was trying to exploit women, corrupt young children and bring about the general destruction of society as we know it! The Q loved your performance, Bill, and you took some great jabs at the big 'N while you were at it (who cares if he shook the congressmen's hands first!). The SPA also scored some points against the Big 'N by defending you, but then again, Nintendo spotted a conspiracy (ha!)...The Losers: Howard Lincoln. This guy is the consummate white shirt, and his defense of the video game industry suddenly became a PR speech for Nintendo! Anyway, the Q did enjoy the comment about the Super Scope being used for shooting targets (who cares if they're the kind of targets with exploding heads!)...All in all, it was a great four hours had by all...

...Elvis is dead, Jul, cope with it...That does it for the latest wave of the Quartermann attack, so load the photons and hit hyperspace, it's time for the O-Mann to fly...

- QUARTERMANN

YOU BRING THE LIGHTNING

THUNDERSTRIKE



Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and boys named Saddam!



This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.



Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.



Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the brims with Vulcan cannons, air-to-sea missiles, and AFG autocannons.



Screaming out of the skies over Panama . . .
Strafing pirate gunboats on the South China Sea . . .
Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.



SEGA CD



Go For The



Official Licensed Product of the
1994 Olympic Winter Games

Take on the World in Ten Olympic Events

This is the one you've been waiting for. Challenge Olympic Athletes or go head to head against up to three of your friends in ten different Olympic events. Compete on courses identical to those being used for the 1994 Olympic Winter Games in Lillehammer, Norway. Think you have what it takes to bring home the Gold?



Lillehammer '94



SUPER G
The precision of Slalom and the speed of downhill combine to challenge even the best skier.



SKI JUMPING
Get ready to really catch some air on this one.



SPEED SKATING
Power down the straight-away and muscle your way around the turns.

Gold!

Available for Sega™ Genesis™, Game Gear™, Super Nintendo Entertainment System®, and Game Boy®.



0:33:78 097.19 kph

LUGE

Yeah, you heard it right, steer with your feet and break with your hands, all at 60 miles per hour.



DOWNHILL

Speed is king on this course, one mistake and it's all over.



FREESTYLE- MOGULS

Let it all hang out, bang the moguls, do some aerials and don't break your neck.

BOBSLEIGH
Take them first but hit them right - this race is won or lost in the turns.



0:00:00 007.28 kph



BIATHLON

It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.

U.S. GOLD!



PRESS START

SEGA DEBUTS PORTABLE CD!

If you think the Sega CD will just curl up and die when the mega hot Saturn comes out, think again! In a very bold move, Sega has just debuted a new portable Genesis and Sega CD combo unit. Called the Genesis CDX, Sega's new mini system will be small in size but large in performance.

First the specs. The new lightweight Genesis CDX will be only 7.8" wide, 5.5" deep and 1.8" high. It will only



The Genesis CDX combines the Sega CD and Genesis in one portable unit.

weigh about a pound and a half! None of the Genesis or Sega CD specs, like resolution, color palette etc., will be different from the existing systems.

The bad news is that there isn't a screen with the unit—so don't throw away your Game Gear quite yet!

So what good is the system?

Unknown. You can use it as a portable CD player. But since it costs so much, I wouldn't want to be bouncing it around a lot.

It will be available in March for about \$400. Ouch!

JVC INTROS U.S. WONDERMEGA!

JVC has just announced that they will be bringing out an American equivalent of the Japanese Wondermega.

Technically called the RG-M10 and officially named the X'EYE, the new system will play both Genesis cartridges and Sega CD discs. Besides the games, the X'EYE will also play karaoke, CD+G and audio CD discs.

Players will like the new sleek style and the all-in-one Genesis and Sega CD system, but it goes well beyond just a nice looking system. For those players looking for superior audio from their games, the X'EYE has an exclusive 1-Bit PEM D/A converter which offers an eight-times over-sampling digital filter. This allows for cool effects like echo and bass enhancement.

JVC plans to market the X'EYE as more than a game machine, as included with the system will be Compton's Interactive Encyclopedia! A CD+G Karaoke disc and a Sega CD game will also be packed in.

The system should be in the stores around April with a suggested list price of \$499.95.



JVC will bring out the X'EYE, the U.S. equivalent of the Wondermega in 1994!

SEGA CHANNEL IN HOMES NOW!

In a special agreement between Sega of America and Time Warner Entertainment Company, the Sega Channel was born. This special station makes possible a menu of 50 games to its users. From action games to sports titles, all types will be available through a selection on a menu.

What do you need to play your choice of 50 hot cars? A special cartridge that plugs into your Genesis system has to offer the Sega Channel.

When? There are 12 test markets already, and the Sega Channel will go nationwide this fall. Finally, the station will get international in the winter of this year!

Another question you might have is: How much is this going to cost? The Sega Channel will be priced in the same range as regular premium channels. So it shouldn't be too expensive.

Just think, 50 games, some before they're released in stores! Pretty soon players everywhere will enjoy all the great Sega games. Wow!



Sega is ready to roll out the Sega Channel to cable systems this month!



IT'S **3**
TIMES
THE
FUN!


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GET YOUR COPY NOW--WITH THIS COUPON

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Good for Sonic The Hedgehog 3™ Game cartridge by Sega® for your Sega Genesis® system. Use this coupon at any Kay-Bee Toy Store®. One coupon per visit, coupon must be an original, no copies will be accepted. Coupon not valid with any other promotion. Offer expires 2/28/94.

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PRESS START

ARCADE-QUALITY JOYSTICKS FOR THE SUPER NES, GENESIS AND NEO•GEO!

Gamers tired of their pack-in controllers and wanting something more (closer to the arcades) out of their gaming experiences may want to check out what the California-based



Neo•Geo owners will definitely want to check out the MS Systems joystick!

MAS Systems is offering. Although MAS Systems is a relatively new company, they have researched the video game industry for over 10 years, learning what gamers like, dislike and what they would like to own. The result is a line of peripherals completely made in the USA, using only the finest components available. Suffice to say the two joysticks here can only be described as two of the best ever released and are things no "serious" gamer should be without.

The first is the Neo•Geo joystick, which retails for about \$79 and has the standard four-button configuration of the pack-in as well as a Slow-Motion



Try King of the Monsters 2 with the new MAS systems joystick! Raaaarrrrrrr!

button and four turbo buttons to eliminate having to rapidly tap away. After playing a few rounds of King of the Monsters 2, Fatal Fury Special and Samurai Shodown, you'll never go back to the pack-in controller again! All of these games played better than with their pack-in joysticks, especially King of the Monsters 2 when you have to rapidly press the button to get up after having been knocked down. (You are saved the trouble of having to rapidly tap the button by simply turning the Turbo button on). The best aspect of this joystick is its sturdy design—especially the way the stick quickly re-centers after each movement. Even after hours of intense play, the joystick held up beautifully and still remained incredibly responsive.



Mai Shiranui totally toasts Duck King in Fatal Fury Special! She's bouncy!

The Neo•Geo is not the only system to be blessed with fine joysticks from MAS Systems. There is also one that is compatible with the Super NES and Genesis systems. Like the joystick for the Neo•Geo, this one is equipped with Turbo buttons, Slow Motion and Mode buttons for Genesis games that are only three-button compatible (much like the one on the side of the Genesis six-button controller). Some games worked better than others. Not surprisingly, the arcade conversions worked best.

Street Fighter II Turbo can be played the way it was meant to be. Dragon



Mike's Dragon Breath is simple to do with the MAS stick in TMNT: FF.

Punches, Fireballs, Hurricane Kicks and other special moves can be executed flawlessly on both the Super NES and Genesis platforms. However, games that went directly to the home systems took a bit of practice. TMNT: Tournament Fighters for the Super NES was one such game. Some of the moves took a lot of practice to do (like Mike's Ball Attack and Rising Thunder), others were simple to do with the joystick (like Mike's Dragon Breath fireball) yet hard to do with the pack-in Super NES joystick. The Super NES/Genesis joystick shown here costs \$105 or \$85 without the Slow Motion and Turbo functions.

These joysticks don't come cheap, but for arcade fans, they are a dream come true! For more information on these and other arcade-quality peripherals, call MAS Systems at (714) 831-5760 or write them at 25825 Via Lomas #206, Laguna Hills, CA 92653.



MAS Systems also has an arcade-quality joystick for the Super NES and Genesis.

ROBOCOP 3™

FIRST TIME ON
GENESIS™ &
GAME GEAR™!



**MOTOR CITY
SHOWDOWN!**



**TEAM UP WITH
ROBOCOP'S OLD
ADVERSARY—
THE FIERY ED-209.**



**BLAST OCP'S
FLYING DROIDS.**

HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMB!

Relive all the action of the blockbuster film, as you face a battalion of enemies!

GENESIS
GAME GEAR

GENESIS
GAME GEAR

FLYING
EDGE

SEGA



You won't find in any



We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega® Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justafter™, into every package, for a total arcade experience unlike anything you've played at home before.

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo. Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



a toy like this Cracker Jack[®] box.



Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.

(2nd player can use controller or mail in for another "Junior." See details inside package.)
A Super NES[®] game may be released. Please check with Konami for availability.

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KONAMI [®]

ARCADE ACTION

ART OF FIGHTING 2 by SNK

The Southtown gang is back once again, and they're better than ever! From the masterminds at SNK comes the latest fighting masterpiece on the arcade scene, *Art of Fighting 2!*

Coming back for round two are all of your favorite characters including: Ryo Sakazaki, Robert Garcia, King, John Crawley and a host of new participants to add extra spice to the fighting recipe!

This hot, ultra-high Meg (unpublished reports claim as many as 130! Megs!) fighting cart is ablaze with the awesome graphics that you have come to expect from SNK games.

Each of the characters has his/her own special moves that require different joystick/button combinations. Players must learn essentially by trial and error to do the new moves that



Robert Garcia and his friend Ryo are back in an all-new fighting adventure!

weren't included with the original *Art of Fighting*. In addition, the new characters must be learned from the ground up, literally! There are even some new levels that weren't included in the original, so we get to see even more of good 'ol Southtown, Joy!

Also included in this game are the Spirit Points which allow you to pull off those wicked special moves. Way cool! Check out this revamped SNK classic because once is definitely not enough!



John Crawley shows off his expert military fighting style against King.



The addition of new characters and new locales make *AOF 2* a great new title.



The graphics have been improved to give *AOF 2* a more realistic feel.



AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



Robert and Ryo return to claim their dominance on the streets! They are back in "Art of Fighting 2" to attend to some unfinished business. Each of the 12 characters possess one secret magic move. Your mission is to unlock this secret in as many of the characters as you can. Hurry to your favorite arcade ... prove to yourself that you have what it takes!

To enter: Send the description of the characters' movement (joystick positions and button combinations) for each secret magic move to as many characters as you can. Send this along with the attached entry form to "Arcade Challenge" c/o SNK Corporation of America. In the event of a tie, winners will be drawn from all correct entries.



FIRST PLACE PRIZES (3)

GRAND PRIZE (1)

100
CONSOLATION
PRIZES



ARCADE
CHALLENGE



ENTRY FORM

Send to: SNK Corporation of America
20603 Earl Street, Torrance CA 90503

Name _____ Age _____

Address _____ Tel: _____

City _____ State _____ Zip _____

No purchase necessary. Employees of SNK Corporation of America, their suppliers and their families are ineligible. Not responsible for lost, undelivered, late, misdirected, or stolen mail. Void where prohibited. Limited to residents of the U.S. and Canada. Entries must be postmarked by February 28, 1991. One entry per person.



PUNKY DOODLE by Sunsoft



Help Punky save the world's pumpkin patches from the bad guys of the night.

No shooting? No fighting? No fatalities? What kind of game is this? It's Punky Doodle by Sunsoft and it is as addictive as any game out there!

Punky and his pal Curly are in charge of protecting Farmer Jones' pumpkin patch. The pumpkins are under attack by the creatures of the night, and it's up to Punky and Curly to save the pumpkin patch and the rest of the world's pumpkin crops.

Our awesome twosome uses the



Punky uses his magic crayons to stop the different meanies who attack him.



Punky Doodle appeals to a broad group of gamers both young and old!

Doodle Defense System by leaving a trail of doodles with their magical crayons. When a pumpkin is attached to a trail, it searches out an enemy along the trail and clobbers the enemy with a Pumpkin Power Punch! Kabam!

Even though Punky Doodle is easy to learn, it is not easy to master. There are 31 levels with more than 150 rounds! Whew, that's a lot of playing time!

Punky Doodle will definitely appeal to a broad range of age groups. The graphics, while not too complex, are clean and colorful. The sounds are also above average. All of the playing elements, including the 50 or so enemy characters, come together

wonderfully to give the player a very enjoyable game.

If you're tired of blood, shooting, fighting and all that other gore, give Punky Doodle by Sunsoft a couple of quarters. Odds are you'll be instantly hooked by this brain teaser!



Punky Doodle may look easy, but it requires a good deal of skill to play.



With over 30 levels, Punky Doodle should keep you busy for a long time!

PUNKY DOODLE



MEGA-ACTION MEGA-SUSPENSE MEGA-TERROR

If you think you've played Turrigan...
think again. Data East brings you
the most intense, mind-blowing
Turrigan ever for the Genesis!

MEGA TURRICAN



SEGA
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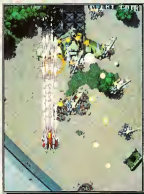


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guarantee that this product
meets the highest quality
standards of SEGA.
The official seal is made
with 100% gold and is the
only one compatible with the
SEGA GENESIS™
system.

DATA
EAST

RAIDEN II by Fabtek



You'll be blown away by the selection of deadly weapons at your disposal.



Power-ups and weapons enhancements can be found throughout the game.



Some of the levels contain more than one Boss, each with its own strategy.

If you were to list the all-time greatest arcade games in history, you'd probably omit the original Raiden. However, you would be wrong to leave it out because the original Raiden has been on the charts since September, 1990! Because of its fantastic success,

Fabtek has followed up this arcade legend with Raiden II, and it looks to be every bit of the legend as its predecessor! A vertical-scrolling shooter, Raiden II can be played by either one or two players simultaneously.

While it is a challenging game, Raiden II is not overly difficult. As a matter of fact, Raiden II employs a kind of self-adjusting difficulty level which will change according to the player's ability! This will allow both the advanced and the novice players to enjoy the game equally.

There are eight levels, each of which has a different Boss. Some of the levels even have multiple Bosses, each having its own unique attacks and weapons. This makes for exciting game play because you must learn the technique to defeat each one.

There are lots of goodies to pick up in this shooter, too! You can get bombs, missiles and lasers as well as the devastatingly powerful cluster bombs. With a few of these puppies under your belt, you're ready to rock and roll against the enemy!

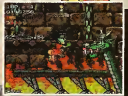
The sounds and graphics have been improved, too! Particular attention has

been given to the smallest of details to give Raiden II a highly polished look and feel. The game plays like a dream! The control is totally outstanding and is limited only by the player's ability. Fabtek has done a great job recreating one of the all-time greats of the arcade!



Lift off with the sequel to one of the most popular games in arcade history!

PARTS IS PARTS



Franky thought only knights were supposed to fight dragons!



Move too slow and you'll be shocked at what you see!



Don't get excited! They're only flying skulls.

FEATURES

8 MEG

20 HUGE LEVELS

1 OR 2 PLAYER

DECEMBER 1993

FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.

Nintendo®

Official
Nintendo®
Seal of Quality

MARVEL
COMICS

X-MEN™



Sebastian Shaw grows stronger by absorbing your mutant powers. Think strategy and maneuver him into his own traps!



Those Morlocks require a quick, fast attack or you're bound to take damage. Beware! The sewers can be very slippery.



Some areas of Madripoor may be difficult to pass, so choose your X-Men wisely.

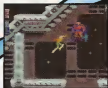


The Hellfire Club hides a special bonus room. Find it! (Be sure to look everywhere.)

Real mutant action straight from the comic books comes to life on Marvel Comics® X-Men™ for Sega™ Game Gear™!



WELCO
METOT
HENEX
TLEVEL



This is it...
succeed and buy some hope for
humanity. Fail, and see humanity
destroyed!

SEGA
GAME GEAR

Hated by the world they're sworn to protect, Marvel Comics' mighty mutant heroes face off with their most fanatical foe! Storm, Iceman, Rogue, Nightcrawler and Psylocke have been taken prisoner by Magneto's lackey Wolverine's razor-sharp adamantium claws and Cyclops' searing optic blasts are the X-Men's only hope! With incredible special effects and amazing action, this game is mutant mayhem to the extreme! Get the X-Men on Game Gear NOW!

FREE! 5 Premium
X-Men Floor Ultra Trading Cards.
Available ONLY with Marvel Comics' X-Men
for Game Gear while supplies last.
You gotta have em!



INTERNATIONAL OUTLOOK

11 GAMES PREVIEWED!!!

Bare Knuckle 3, Virtua Racing, Final Fantasy VI, Outrunners, Fatal Fury 2, Sailor Moon R, V Gundam, Y's IV: The Dawn of Y's, Urusei Yatsura-Dear My Friends, SD Gundam GX, Lunar II: Eternal Blue

INTERNATIONAL NEWS

Welcome back to another sidebar chock full of news. It's me, Terri Aki, once again digging deep and going behind the scenes to glean every bit of info I can for my loyal readers.

There are two big stories this month. The first is a look at Bare Knuckle 3 (AKA Streets of Rage 3 to you). This mega-hot sequel looks to be the best fighting game in a long while. It redefines the capabilities of the Mega Drive. Whew!

The second story is the upcoming release of Final Fantasy VI. This 24-Meg installment in the magnificent line of RPGs is 10 times better than parts four and five. Also on the way is an anime simply entitled Final Fantasy. There's more about it up ahead.

Other games that are in the works include Kikkakal 2, the sequel to what we know as Rocky and Rocky. Netsume is making this one better than the first.

Nintendo announced Super Metroid (Finally! It's about time!). It clocks in at about 24-Meg.

Taito is bringing the classic Space Invaders to the Super Famicom in a new cart called Space Invaders: The Original Game. Overall, there are more games than ever to enjoy!



WORLD NET

Sega of Japan

Bare Knuckle 3

Mega Drive



Action

ACTING

March

Unknown

Axel, Blaze and Sammy—the fearless heroes of Streets of Rage 2—are back for another butt-kicking crusade to rid their town of vermin. (Bare Knuckle is what the SOR series is called in Japan. Who knows why Sega changed the title?) Although Axel and Blaze have been unchanged, Max has been dropped in favor of Zan, a wrinkled, bald old dude who has been transformed into a bionic fighting machine by an evil organization. Sammy, too, has grown into a lightning quick teenager from the beaming youngster of SOR 2.

Although the concept and style remain unchanged, several new features have been added. The game has multiple story lines and there are new ways to use weapons, too. Another feature is a new kind of stage where you can ride motorcycles and runaway rail carts.

Clocking in at a whopping 24-Megs, Bare Knuckle 3 is shaping up to be the biggest and the baddest.



This is simply the best side-scrolling fighting game in a long time.



You have four fighters to choose from. Each one has a lot of special moves. Can you find all of them? It's really tough.



Burn down the road on your motorcycle. Knock the baddies off of their bikes.



Do some high-step stompin' in the dance room. Use your special moves!



Two players can work together to do new fighting tactics. A great way to win.

Cao Cao

Nobunaga

Genghis Khan

It took 1400 years,
but we finally
got them together!

Prepare this, three of history's most ruthless and ambitious leaders all in one room. Now, throw in the fact that all three are looking towards world domination with massive armies following their every command. Sounds interesting, doesn't it. This winter, Koei's bringing Genghis Khan, Nobunaga and Cao Cao together to a store near you, and it's going to be exciting. After all, Genghis Khan is out to lead his Mongol hordes victoriously across Asia and Europe in **GENGHIS KHAN II: CLAN OF THE GRAY WOLF**, Nobunaga is seizing control of Japan in **NOBUNAGA'S AMBITION** and Cao Cao's devising new ways to reunite China after the collapse of the Second Han Dynasty in **ROMANCE OF THE THREE KINGDOMS III: DRAGON OF DESTINY**. The contest for world domination is about to begin!

Romance III
of the Three Kingdoms
DRAGON OF DESTINY



Sega Genesis screen shows.

Genghis Khan II



Nobunaga's Ambition



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It all began when

I pushed the start button on my new **asciiPad SG-8**. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians.

"We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted these lizards at over 30 shots per second.



Power Clutch (Gears) The button that reaccelerated the ship.



Super Advantage (SES) As good as you get for an arcade joystick — but they don't have cool features like TurboFire, Turbo and Slow Mo.



asciiPad SG

(Turbo) TurboFire Turbo and Slow Mo



asciipad (SNES) Turbo, Turbo 2 and Turbo 3 have made this the world's most powerful video game.



HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Fighter Stick SG-8
The most powerful fighting stick ever.



Fighter Stick SA
The most powerful fighting stick ever.

Soon, I had 'em all runded up, and boy, were they faced.

I showed them the secret weapon.

"This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe."



asciipad SG-8
The most powerful fighting stick ever.



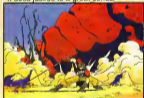
PRODUCT NAMES ARE TRADEMARKS OF ASCII ENTERTAINMENT SOFTWARE, INC. ALL RIGHTS RESERVED. ALL PRODUCTS FEATURE TURBO, AUTO TURBO, AND SLOW MOTION CONTROL. AUTO TURBO IS A PROPRIETARY TECHNOLOGY OF ASCII ENTERTAINMENT SOFTWARE, INC. US PATENT NO. 4,870,388.

INTERNATIONAL NEWS

Anime videos and laser discs, based on Square's magnificent SFC Final Fantasy RPGs, are in development in Japan. Simply entitled Final Fantasy, the video series will consist of four chapters of Wind, Fire, Dragon and Stars, each running about half an hour. The cost of each chapter is expected to be ¥5,400 (about \$50).

The story takes place some 200 years after Final Fantasy V. The hero is a young adventurer who becomes entangled in a grand journey of epic proportions. The heroine is directly from FF V. You'll even find FF familiar characters like the Chocobos and Cid the flyer of Airships.

The first chapter should coincide with the launch of Final Fantasy VI sometime in spring. I'm eagerly waiting for it. It looks to be really hot. It does justice to a great series.



This series is being done by a number of famous animation artists.



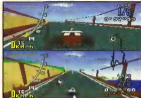
WORLD NET

Sega of Japan

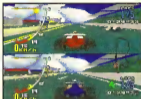
Virtua Racing

Mega Drive	
Racing	
March	

We finally obtained shots of the Split Screen Two-Player Mode of Virtua Racing! The screen is divided into top and bottom halves in the same style as Super Mario Kart. Despite the intense number of crunching needed to display this mode, surprisingly little background details have been sacrificed. Better still, it is possible to change the vantage points for each person! Unlike the arcade version, the Two-Player Mode will enable such options as tire grip, computer opponents and time limits. Races can be held at all three courses at all difficulty settings. This sizzling hot racer is almost here. Stay tuned for more...



Each person can have their own perspective of the race.



Two drivers can compete against one another in a contest of skill.

Square of Japan

Final Fantasy VI

Super Famicom	
RPG	
March	

The Final Fantasy series continues on in Japan with this massive 24-Meg sequel. It takes place in a land long ago where magic has been replaced by technology.

The story follows Lock Cole, a treasure hunter (a thief) and his partner Mog, a furry critter with wings. They get wrapped up in a series of events that begin with a mech invasion of a small town. One of the pilots is left behind without her memory. Together the group must journey in a quest that will take weeks to solve.



This cart has unbelievable graphics and sound. It's astonishing.



Treks throughout the various towns will provide you with a lot of information.



Although the battle scenes are the same as before, they're very intense to play.

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adventure that'll
blow your mind!*



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action! Play
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you'll be convinced that
you're playing the
latest, greatest pinball
game in the arcades!

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goes beyond that.
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in a perilous quest filled
with black magic,
dragons, and other
hideous monsters!

The digitized voice
of Darzel... the evil
Sorceress, taunts
you mercilessly
as you



*guide your pinball
to destroy never-ending
waves of creatures.
Survive lethal bonus
rounds and score points
beyond belief.*

*But in the end, will you
defeat Darzel... or will
the mighty Dragon
have his revenge?*



*Can you survive eight
deadly bonus
rounds such
as these?*



TENGEN

370 Systems Drive, San Jose, CA 95128 (415) 473-9400

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INTERNATIONAL NEWS

We reported last month that NEC began selling Pioneer's LaserActive system under its own brand name. It turns out that eight of the bigger PC Engine CD-ROM games won't run properly on the LaserActive System, including several hit simulations. NEC blamed the programmers who strayed from PC Engine's operating system format to cut down on annoying disk access. Embarrassed NEC and Pioneer officials vowed they will test new PCE software to ensure compatibility with the LaserActive Systems. The producers of the affected software are supposedly working on solutions of their own. Let's hope they find an answer soon, or a bunch of players will be very unhappy!



Supposedly, the LaserActive can't play some of the bigger CD games.



Some great games like Fatal Fury 2 can't be played on the LaserActive!



WORLD NET

Sega of Japan

Outrunners

Mega Drive	
Racing	
May	Unknown

Sega's big arcade hit is headed down the turnpike straight to the Mega Drive. All eight cars from the sizzling coin-guzzler original can be chosen for one- or two-player competition, including Speed Buster and Road Monster. Because each machine has its own characteristics, it will take you a while to find which car suits you best.

The colorful settings and cool tunes are straight out of the arcade version. Two new modes have been added, a Head-to-Head Mode against computer drivers, and an International Round Trip where you can earn big bucks. This is as good as the arcade title!



Each person can choose their own car. Race for the goal and win big!



The Mega Drive will rock with this brand new racing cart.

Takara of Japan

Fatal Fury 2

Game Boy	GAME BOY
Fighting	
March	¥4,800

It had to happen some time—Fatal Fury 2 for the GameBoy. Although given the munchkin treatment, all 12 fighters from SNK's arcade original are fully available—from Andy Bogard to Wolfgang Krauser. But super deformed as they are, the fighters can do all their regular moves and power moves, of course, and even their kill moves and taunts. (One tricky thing is that the strengths of the blows are adjusted by how long the buttons are pressed.) Too bad the two-line playing field is gone. Great anyway!



Joe Higashi goes "Ooorah!" at poor Andy Bogard. A nice touch!



All your old tricks, like Jubei's two throw combos will work here!



All the characters have their stunt moves! Watch Mai laugh at Andy.

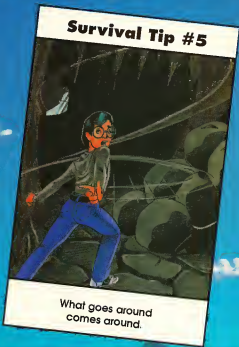
WELCOME TO THE JUNGLE



Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...



Guide Lester safely and he might just come through to the clutch.



Who wouldn't panic at the sight of a mutant voodoo??

FEATURES

8 MEG GAME PAK

20+ LEVELS

**ROTOSCOPED
ANIMATION**

JANUARY 1994

Nintendo

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**INTERNATIONAL
NEWS**

Check this baseball glove out! Pretty snazzy, huh? Um, no, not that hideous banana yellow colored glove. But don't worry about the goofy looks, Mizuno of Japan's new Air Fit Glove is a great new idea. This puppy features an air pump that is used to inflate the inside of the glove to provide the ultimate in fit, comfort and grip. Needless to say, the glove's padding and air cushion assure excellent protection even while providing outstanding flexibility and control. Even better, it is extremely light so you won't be dragging it around when you're out in the field at the bottom of the ninth. Let's hope they come out with some better colors soon!

It sort of reminds me of those shoes they had in *Back to the Future 2*. The technology we've got is getting better all the time. Who knows how our sports will be played a few years down the line?

Simple advancements like these will assuredly make sports more interesting. Like most of the things I show, these won't reach your shores.

Oh well, I might as well stop complaining and write some other things. Onto the next set of facts, folks.



Mizuno's new Air Fit Glove may change the way baseball is played.



WORLD NET

Bandai of Japan

Sailor Moon R

Super Famicom	
Action	
Now	

Without a doubt, the most popular anime series among Japanese girls (and some dirty-minded men) is Sailor Moon R. It's about five junior high school girls who are actually galactic warriors fighting to protect Earth from domination by the forces of evil. The story is a bit far-fetched, but the cute animations have captured the souls of young players everywhere.

Just four months after the release of the first Sailor Moon game, Bandai updated the setting with the series. The game play is similar to Final Fight, and contains a lot of punch and kick action. This bizarre cart is a cool game that everyone will like.




The girls have special powers they can use on the many enemies.



Two players can work together to stop the forces of evil. Way cool!

Bandai of Japan

V Gundam

Super Famicom	
Action	
March	

The ever popular Gundam characters return in yet another awesome action game. Surprisingly, it uses the full-size mechs instead of the Super Defomers, just the way they are in the anime series.

The game's settings and plot follow the series. Intense combat awaits V Gundam in space, in forests, above water and in a space colony. You fight enemy mechs using your powerful weapons such as the Beam Cannon and Beam Saber. Don't pass this up Gundam fans!



Take on the enemy forces in the dark vacuum of space!



You'll face Zaks and Z-Gokks in furious battle scenes that'll test your mettle.



You can even fight more than one mech at a time. Don't get surrounded.

SUPER STAR THE EMPIRE STRIKES BACK WARS



Will You Accept the Challenge of a Jedi Knight?



Develop a game plan on Hoth as the Rebels in only 13-1/2 hours!



Develop a game plan on Hoth as the Rebels in only 13-1/2 hours!



Develop a game plan on Hoth as the Rebels in only 13-1/2 hours!

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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SUPER NINTENDO
ENTERTAINMENT SYSTEM



JVC
VIDEO CASSETTES

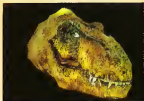


INTERNATIONAL NEWS

Last month, we gave you technical specs about Sony's upcoming 32-Bit game system code named PS-X. In a nutshell, this baby can rocket with full high speed 3-D graphics and CD quality sounds. For example, it can smoothly perform "twearing" between two fully texture mapped 3-D objects. By specifying the starting object and ending object, PS-X can smoothly morph all the steps in between.

Of course any fantastic system is just a useless box without decent software. On that score Sony appears to be shoring up support by making it easy for licensees to produce software by only requiring nominal royalty fees and accepting production lots of less than 100 units. Sony also claims it is easy to develop software as

CONTINUED ON PAGE 86



The PS-X can morph texture mapped objects with relative ease.



WORLD NET

Nudson of Japan

Y's IV: the Dawn of Y's

Super CD-ROM



Action/RPG

Now

Y7,800

Recently released is the long awaited sequel to the popular Y's series. This game is closer to the first two books rather than the third game, thankfully.

Y's IV is set two years after the conclusion of Y's I & II. As suggested by the subtitle, the mysteries behind the creation of Y's are revealed in this game. At the behest of Sara, the fortune teller of Estera, Adol Cristian sets out into the immense forest of Selseta, unaware that he will be swept away in an adventure involving warring factions. You will meet a lot of old friends and perhaps some enemies. Please let it come to the U.S.!



Like before, there are awesome cinemas that will help you along the way.



Luckily the original vantage point is back in this sequel.

Game Arts of Japan

Urusei Yatsura- Dear My Friends

Mega CD



Interactive Movie

Spring '94

Y7,800

Here's the second Urusei Yatsura CD by Game Arts. Based on the classic Rumiko Takahashi manga and anime, all the key figures from the series are here in glorious color and recorded speech. You'll find Lum, Ataru Moroboshi, Ran, Shinobu, Ten and even Cherry the monk.

The game is essentially an interactive movie. There are no action stages or anything requiring fast reflexes, just a very bizarre and crazy plot. If you're a hard-core Lum fan, this CD is definitely for you.



The entire game is made up of intriguing cinema displays that tell the story.



Cherry the monk is one of the most annoying people you will meet.



Furious, Lum prepares to zap poor Ataru with her Divine Retribution.

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SEGA GENESIS™

At long last the space fairing trio of Erik the Swift™, Baleog the Fierce™ and Olag the Stout™, have arrived in the land of SEGA Genesis. With a jammin musical score and your help, our humorous heroes fight their way through over 40 rip-roaring levels and worlds. Hurry! Only you can get these lonely vikies home.

Interplay

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INTERNATIONAL NEWS

CONTINUED FROM PAGE 84...

it can accept Macintosh data.

The first major producer to sign on with Sony was Namco. The deal covers not only development of software, but also research and development of arcade games using the PS-X. Although Namco would not reveal any planned software, they admitted the possibility of translating their ultra-cool hits like *Galaxian 3* and *Ridge Racer*.

Shortly after Namco's announcement, word leaked out that Konami, another heavyweight producer, will become PS-X's second licensee. And, Capcom has also signed on (32-Bit SF2?). Things are looking up for the PS-X all of a sudden.

In contrast to the PS-X's improving viability, question marks hang over 3DO in Japan. There has been very little word on software. (Japanese producers have been ominously quiet about any software they have in development.) The system's credibility was dealt a further blow when Sanyo, a major electronics maker, announced they shelved their plans to release their own 3DO machine. Their decision to withhold launch now indicates a lack of confidence in the system. What will happen? Only time will tell.



Despite the strong start, the 3DO isn't doing all that well in Japan.



WORLD NET

Bandai of Japan

SD Gundam GX

Super Famicom

War Sim.

February



¥9,800

The ever popular Gundam characters are starring in a brand new simulation that pits you in a full scale war setting complete with hexes, refueling stations, production bases and other details to make for extremely strategic thinking. As the sequel to *SD Gundam X*, this game features a special GX chip that speeds up data processing for faster game play. You can play alone or against a friend with over a hundred robots and mobile suits that have appeared in the Gundam series. From the original RX-78 to the awesome F-91, you have a lot of different battles. This is sure to please anyone who liked *Military Madness*.



Intricate battle scenes take place in space and in the colonies.



Any anime fan will love this great simulation. It's addicting.

Game Arts of Japan

Lunar II- Eternal Blue

Mega CD

RPG

Unknown



Unknown

The sequel to the colossal Sega CD RPG is in preparation in Japan. Like the first game, this RPG starts out with a party of just a few people. As the story progresses, new characters join and leave the party to add depth to this enormous epic. The game system is basically unchanged, but with a much better AI (Artificial Intelligence) for letting characters fight automatically. There should be enough adventure and mystery to keep players glued to their sets for weeks. If *Lunar* does well in the U.S., we might see this CD.

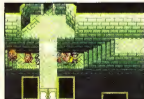
Let's see some more RPGs!



The battle scenes are fast paced, with lots of magic and monsters.



The towns in *Lunar II* are very colorful and the animation is A+.



The dungeons will span for screens and are often like mazes.

ALL YOU NEED TO BE A ROOTIN' TOOTIN' COWBOY.



All 7 shoot 'em up arcade levels.

Dozens of realistic wild west scenes. Enough train robbers, cattle thieves and stagecoach bandits to fill every mile in Dodge City. Non-stop, guns-a-blazing 2 partner action. And bonus six shooter stages where you can quicken your draw and double your firepower. Bounty Hunters everywhere agree, Konami's Sunset Riders for Super NES® is just about all you need to blow your fellow cowboys away.



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KONAMI®

JAPAN

**SUPER
CD-ROM**



This will add 10 hearts to your meter.

This will add just one heart to your meter!

The Crucifix destroys all on the screen.



Collect these to purchase skins.

Food, well, we all know what this does.

Keys will unlock many secrets!



Richter

Richter Belmont is the latest descendant who knows the sacred arts of vampire slaying. Utilizing powerful magic and a whip with incredible flame powers, he can't be beat!

Maria

When rescued, Maria can be selected. Talk about over-cute! She can do all kinds of neat tricks like projecting a warrior image of herself to attacking with cats, doves and songs!



FACT FILE
**VAMPIRE KILLER
DRACULA X**

MANUFACTURER	# OF PLAYERS
KONAMI	1
DIFFICULTY	AVAILABLE
MODERATE	NOW-JAPAN
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	12
THEME	% COMPLETE
ACT/ADV	100%

THE GOOD

This can easily be the best CD title yet! Drac X has tons of hidden levels and animation!

THE BAD

Could it be the fact that this won't be released in the States, or that there are only two pages on this?

THE REAL MORE GOOD!

There's nothing ugly here! Great music, non-linear play and even levels from Castlevania 1+2!! COOL!

The PC Engine lives! Now it is sporting THE best version of Castlevania to date! The many vast improvements included: range from levels that branch off in three to five different ways and two exits out of each stage, being able to jump off stairs, and a battery backup for total exploration! There is even a new character, Maria, that battles the undead with all kinds of cute things...Totally cool!

The Belmont series continues on!

VAMPIRE
KILLER

DRACULA X

血の輪 1+2 廻

STAGE 1&2

After meeting death on the horse and carriage, you will now enter a village that appeared in Castlevania

2! It is under a massive attack by the Count's undead army, and is headed by two brutal Bosses, one being a giant Wyvern, the other being a water serpent. Then it's off to Level 2, which is the first level of the original Castlevania totally redone! Watch for the giant undead bull



Enter a destroyed town from vania 2 and destroy all the enemies.

Enter the actual first level of the original Castlevania game! WOW!



This Serpent Boss will leap over the bridge and will sometimes spiral around it.

STAGE 3&4

Stages three and four have you venturing through churches, graveyards, rapid rivers and castle dungeons!

Many enemies will stand in your way, but one of the deadliest is Carmilla. Look familiar? She has returned from the second Castlevania to wreak havoc upon your soul! Also keep a sharp eye out for hidden sections that will reveal shortcuts or severely trapped prisoners!



With her mask gone, Carmilla is now back with a vengeance. Acid blood is her bit!

STAGE 6&7

Now you're getting close to the final encounter! What lies ahead will strike fear into the hearts of all Castlevania

veterans. Not only will you need to contend with the Reaper on an old Spanish galleon mast and old Bosses come back from the first Castlevania, but there is a Collapsing Bridge Scene that leads up to the ever-popular clock tower sequence where you will fight the ghost of Shaft.



The bat, Medusa, the mummy and F. N. Stein return!

The clock tower has plenty of gears to mess you up!



After defeating Dracula's lackey the first time in Level 6, he'll return as a ghost!



FINAL STAGE

Time to take on the personification of evil itself—Dracula! Like all the other previous versions before, he appears and disappears, launching several fireballs out of his cape and actually laughing at your weak efforts! Once you down this form, he transforms into the giant blue demon from the first Castlevania! Time to take him out and free the curse forever!



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Amazing video
game action hitting
your screens soon!

C.J. - ELEPHANT FUGITIVE™

He's on the run! Join C.J. the elephant in this action-pecked race through Europe and Africa as he busts out of the zoo and heads home!



COMING
FEB '94

WORLD SOCCER '94™

All the action! All the players! Play World Soccer '94 and enter the very best arcade soccer challenge game for 1994!



COMING
SOON

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This official...
the highest...
Anger... buy...
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compatible...
and Games

FANTASTIC DIZZY™



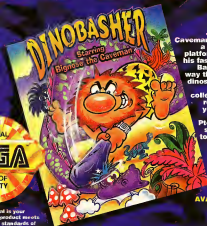
Fantastic Dizzy™ Dizzy is in full action in a huge arcade adventure! Explore the magical kingdom, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms. Loads of great characters to interact with in this most excellent adventure of a life time! "In a league of its own, a unique cartoon adventure" EGM magazine **AVAILABLE NOW!**



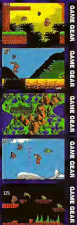
GENESIS GAME GEAR PC AMIGA N64

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GAME GEAR GAME GEAR GAME GEAR GAME GEAR GAME GEAR

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Legend

Troddlers

Pinkie

Super Turrican 2

Building On A Strong Foundation

In the world of video games, what you *don't* see is often more important than what you *do* see. Like the stability and financial strength that lies behind every game that bears a company's name.

We've been around a long time and have released our share of hit titles. With more big hits on the way. That's because we've always been very selective in choosing which games bear the Seika name. A matter of quality vs. quantity. So rest assured that whether our games deal with medieval adventures or futuristic super heroes, we'll be around to support it — Tomorrow.



CHEAT SHEET

Crash 'N' Burn Crystal Dynamics / 3DO

Strange Message

You will have to get to Track No. 4 of the Deathdrome circuit to see these rather strange words scroll by in one long sentence (with typos and everything):

Once upon a time a genius, a spiritual overlord, and a visionary racing criminal became "sotally tober" and decided they would create a legend. Mark said, "Future shock on wheels. Sex, drugs and rock'n' roll all going 100MPH! And with more guns than the LAPD. It's what America is all about!" Madoline raised the toast, "And make sure it is done before September or we'll swing by her heels."

And thus it was decided But they needed some help. Little did they know that a hedgehog trainer named Bill would arrive in a few weeks all set to kick some asphalt. "Don't tell me the odds," said Bill, "and I won't tell you to get the hill out of my office. 'Bill put the 'T' in Artificial Intelligence, and a little A, too, just to keep me from going insane (again). Cyrus created a killer two million dollar demo, and then put together the best art teams ever legally assembled. 'Programming doesn't have to be ugly,' he said. 'Programmers, maybe, but this thing will shine when me and Steve get done with it.' Steve shrugged. 'Say what you like, 'cause I'm not listening.'" Steve listens to only Rocker, Twix (continue on 95)

Jim Power

Super NES Electro Brain

Level Skip, Life Increase, Time Increase, etc.

On second controller, press **X,A,Y,X,B,Y,X,A,Y,X,A,B** for a level skip, life end time increase!



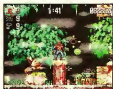
In a level, press these buttons in this order on the second controller: **X, A, B, Y, A, B, Y, X, B, Y, X, A, Y, X, A, B**. Now, any time during the game, take controller 2 and press **LEFT** to set the Keys to 9, **RIGHT** to set the Time to 5:59, **DOWN** to set the Smart Bombs to 9, **UP** to set your lives to 9 and the top L button to get the next level.



At the Title Screen, just press **START** to get into the game.



Press **UP** any time to continually set lives to nine.



You can set your smart bombs and keys to nine any time.



To go to the next level, just press the **L** button to skip it.

Magic Boy

Super NES JVC

Password Codes

At the Options Screen, choose the "Use Password" Option and enter your code for any level on the Password Screen.



Here are some great passwords for this game. Enter them at the screen as shown to the right:

Wet World 1: **LKLK LKLK**
Plastic Place 1: **GGGG HHHH**
Future Zone 1: **FTBC FTBC**
Sand Land 2: **JLKD JLKD**
Wet World 2: **SQTH SQTH**
Plastic Place 2: **RPBC CBPR**
Future Zone 2: **LNJM RQDB**



Enter the password you want. The lights will turn green.

Super Nova

Super NES Taito

Boss Endurance Mode

Take controller 2 and press these buttons in this order: **DOWN, X, UP, B, top L button, top R button, LEFT, A**.



At the Taito Logo Screen, Take controller 2 and press these buttons: **DOWN, X, UP, B, top L button, top R button, LEFT, A**. You will hear a sound that confirms the trick worked. When you begin, the screen will tell you that you found the Boss Endurance Mode. You'll now fight every Boss in order!



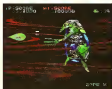
When the Taito logo appears, do the trick with pad 2.



When you begin, you will find Boss Endurance Mode!



Before you face each Boss, you will get a warning.



See how many Bosses you can endure in this mode. Go for it!

DOWN BEHIND ENEMY LINES...

NAME: JOHN E. WARREN

RANK: SERGEANT

SERIAL NUMBER: 550628741

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

There's no time for diplomacy—
YOU'RE GOING IN!

CHOPLIFTER III

RESCUE ★ SURVIVE™



Infiltrate the secret underground prison and blow those terrorist gofers to kingdom come.



Torch pesky aerial assault platforms with caution—these pirates are using our boys as human shields!



Nope—div into a war-torn city and pull your waiting men from the mounds of burning rubble.

Extreme

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

GAME GEAR

WARREN

CHEAT SHEET

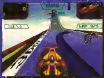
Crash 'N' Burn Crystal Dynamics / 3DO

Strange Message (adapted from *101*)

Druger and Klaw (NOT). "This thing will shine when me and Cyrus get done with it," says Steve. And so it began, at first a train wreck waiting to happen. But later the prize of the show was winning the blue bundle ribbon. Another Bill joined (you can never have too many Bills) and glued the whole thing together with Steve after setting all the cars on fire. The other Bill says mysteriously, "And wait until you see the other tunnels, too." As always, a few stunt programmers were needed. Troy, feeling like Godot as he waited for OS (should have been called the SOS) tried to make the Fat Lady sing, but when asked to play a tune, Troy sez "Bite me!" and stumbles home to bed at 130 MPH. In the end, both the ground and the grunge behaved, and much sleep was had by all. A final thank-you to Frankie Goes to Hollywood (just like 3DO) for their musical inspiration! "The Ballad of Crash 'N' Burn" was written by Jon "nakazete miyou" Horsesley

Interesting.

Scott Andreae
Pottsmouth, NH



Wing Commander: The Secret Missions

Super NES | Mindscape

Passwords and Good Ending

Enter these passwords to get to any mission and to see the Ace ending when you finish the last mission.



Level 2:

Name - ASSASSIN
Code - XGBBKGMZW
System - Border Zone

Level 3:

Name - ASSASSIN
Code - DBBZHBBZ2
System - Midgard

Level 4:

Name - ASSASSIN
Code - XGZKKBV3BX
System - Jotunheim

WING COMMANDER

THE SECRET MISSIONS



At the Title Screen, choose the "Continue Campaign" Option.

Level 5:

Name - ASSASSIN
Code - 5B3CKGWW2
System - Bfrost

Level 6:

Name - ASSASSIN
Code - 3G3HHBFV8B
System - Valgard

Level 7:

Name - ASSASSIN
Code - 3VVVHBFMRG
System - Vignd



Enter your handle as the word, ASSASSIN. Exit the screen.



Put in the code of your choice for your Level and System.

Mark Sitjar; Vallejo, CA

Super Bomberman

Super NES | Hudson Soft.

Clear a Huge Path

When you are invincible in the beginning of any stage, put down a bomb. When it explodes, rapidly press A.



At the beginning of any stage, you will be blinking with invincibility. Put down a bomb. As soon as it explodes, press the A button rapidly and move throughout the playing field. You'll destroy everything in your path. Do this until the invincibility wears off. Make sure you quit before it does, or you'll get hit by the blast.



When you're invincible, rapidly press A to clear a large path.

Aladdin

Genesis | Sega

Level Skip

In a level, pause and press these buttons in this order: A, B, B, A, A, B, B, A. You'll hear a sound and skip levels.



At the Title Screen, press START to begin your game.



Play and pause. The screen will darken. Do the trick.

At the Title Screen, choose the "Press Start" Option and go into the game. In the game, press START to pause the game. Now, press these buttons: A, B, B, A, A, B, B, A. You'll hear a sound. The screen will fade and go to the next level!



You'll hear a sound. The screen will then be completed.



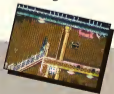
You'll be able to go to the next level. Repeat in more levels.



Really. What Could Happen On The World's Greatest Cruise Ship?

Well, it could set sail with lifeboats for only half the passengers aboard. A huge storm could send tsunami tidal waves crashing down against its hull. Lightning could strike and set off several fires on its deck. Its wireless operator's desperate taps of **SOS** could be ignored completely. Worse yet, you could actually be on board!

But hey, keep your head above water; you've got 45,000 tons of ocean liner, not to mention 2,300 people who look to you to keep them from sinking.



 **VIC TOKAI INC.**
22904 Lockness Ave.
Torrance, CA 90501

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

CHEAT SHEET

Super Bomberman Hudson Soft. / Super NES

Passwords

Here are passwords for each of the stages in Super Bomberman. Level 8 of any stage cannot be accessed with a password.

- LEVEL 1-1: 4554
- LEVEL 1-2: 1504
- LEVEL 1-3: 4545
- LEVEL 1-4: 0513
- LEVEL 1-5: 2525
- LEVEL 1-6: 1563
- LEVEL 1-7: 2533
- LEVEL 2-1: 6052
- LEVEL 2-2: 2004
- LEVEL 2-3: 1045
- LEVEL 2-4: 4013
- LEVEL 2-5: 7024
- LEVEL 2-6: 4062
- LEVEL 2-7: 7035
- LEVEL 3-1: 3452
- LEVEL 3-2: 6404
- LEVEL 3-3: 5442
- LEVEL 3-4: 0412
- LEVEL 3-5: 5424
- LEVEL 3-6: 6463
- LEVEL 3-7: 2432
- LEVEL 4-1: 1155
- LEVEL 4-2: 2105
- LEVEL 4-3: 1143
- LEVEL 4-4: 3115
- LEVEL 4-5: 1122
- LEVEL 4-6: 5165
- LEVEL 4-7: 1134
- LEVEL 5-1: 4253
- LEVEL 5-2: 7204
- LEVEL 5-3: 2243
- LEVEL 5-4: 6213
- LEVEL 5-5: 5225
- LEVEL 5-6: 6262
- LEVEL 5-7: 2234
- LEVEL 6-1: 1653
- LEVEL 6-2: 2603
- LEVEL 6-3: 1642
- LEVEL 6-4: 3613
- LEVEL 6-5: 7623
- LEVEL 6-6: 5663
- LEVEL 6-7: 7632

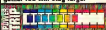
Jeffrey J. Peckler
Los Gatos, CA

Mazin Saga

Genesis Vite Tokai

Play Against the Bosses

In the Options Screen, set the Sound Test to 18 and the S.E. Test to 72. Exit and start your game. You will stay large.



This trick will allow you to play in large form only against the Bosses. To do this, go to the Title Screen and move the cursor to "Options." Press START. In the Options, set the Sound Test to 18 and the S. E. test to 72. Exit the Sound Test and go back to the Title Screen. Start game. Now, you'll play in large form only!



At the Title Screen, move the cursor to "Options" and start.



In the Options, set the sound test to 18 and S. E. test to 72.



Go back to the Title Screen and choose the "Start" Option.



When you start your game, you'll play against the Bosses.

Mig-29

Genesis Tengen

Password for All Missions

Enter the password shown at the right to access all of the missions. Enter it at the bottom of the Mission Select Screen.



This password will give you access to the Iron Hand and White Pegasus missions as well as all of the others. The password is:

WEXBJOISGITES

Enter it at the bottom of the Mission Select Screen and the new missions will appear.

Justin Barr
Hazelwood, MO



Enter the code at the bottom of the screen for more missions.

Super Empire Strikes Back

Super NES JVC

1-Up Leap

From the map, hold B and L. Also hold X and Y. Still holding B, L and Y, release X and then press it again.



In the first level, find the Tauntaun. Go to the right, avoiding obstacles and get to the edge of a large canyon as shown in the first picture. Drop off the edge and move to the left. You will land on an invisible ledge. Get off the Tauntaun and jump down. There will be multiple invisible ledges with many 1-Ups.



When you have the Tauntaun, go to the ledge shown here.



Drop down and to the left. You will land on an invisible ledge.



Get off the Tauntaun and jump to the left side of the canyon.



There are a few invisible ledges with 1-Ups and items!

Golf's just a couple of simple steps!



Yeah right!

So simple you've taken three swings at the ball and it hasn't left the tee yet. So simple you've dug a hole five feet deep trying to get out of the sand trap. So simple you've landed smack behind a huge tree you didn't see before. And so simple you're up to your knees in water trying to pull a ball out of the lake you thought you overshot.

Scratch Golf, simply an awesome experience!

SCRATCH GOLF™



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CHEAT SHEET

MOST WANTED TRICK

This month's most wanted trick is **NOT** for MK or MK2 (no, we're not kidding)! It is for the great 3D0 shooter, Total Eclipse. The trick we would like to see is to get 99 ships in this game. This method or code may have something to do with the Title Screen or the Options Screen before you play the game. If you find the correct method to do this trick, (no bogus letters...the Trickman hates those!) send it in. You'll get your name in print, and a free game for the system of your choice (see rules in tiny print on the first page of Tricks of the Trade for allowable systems).



The trick may have something to do with this screen.



Find the code to increase your number of ships to 99!

Aladdin

Super NES	Capcom
-----------	--------

Passwords

At the Title Screen, move the hand down to the Password Option and press START. Enter the level passwords as shown.

ADVENTURE TRIP

If you are having trouble with this game, these passwords should help you out. At the Title Screen, move to the Password Option and press the START button. Put in one of these passwords to get to your level of choice.

- Level 1:**
Genie, Abu, Aladdin, Sultan
- Level 2:**
Jafar, Abu, Jasmine, Genie



When the Title Screen appears, move to "Password" and start.

- Level 3:**
Genie, Jafar, Aladdin, Abu
- Level 4:**
Abu, Aladdin, Genie, Jasmine
- Level 5:**
Jasmine, Jafar, Sultan, Jasmine
- Level 6:**
Jafar, Jasmine, Aladdin, Jafar
- Level 7:**
Aladdin, Jasmine, Abu, Sultan
- Marlon St. Louis
Baltimore, MD



At this screen, put the faces in order to form a level code.



After entering the code, you can start in your chosen level.

Ecco CD

Sega CD	Sega
---------	------

Debug Menu

In the game, have Ecco free you and then press START. Now, key in RIGHT, B, G, B, G, DOWN, C, UP.

ADVENTURE TRIP

To access the Debug Menu for this game, go into a level and make Ecco do a U-turn. When his face is facing you square, press START and then just key in this code on the first controller: RIGHT, B, C, B, C, DOWN, C, UP. You will be taken to a Debug Menu Screen that'll let you choose your level, unlimited life, etc.



By doing this trick, you can access a great Debug Menu!

Lock On

Super NES	Vic Token
-----------	-----------

Mission and Lives Select

At the Title Screen, enter the code: Y, B, A, B, Y, Y, B, A, B, Y, B. At the next screen, increase your lives and mission number.

ADVENTURE TRIP

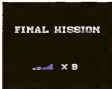


At the Title Screen, enter the code for mission and lives.



Once this screen appears, use the correct buttons to change.

At the Title Screen, put in this code: Y, B, A, B, Y, Y, B, A, B, Y, B. The screen that tells you your mission number and lives will appear. Press button X to increase your number of planes and button A to decrease. Button Y makes your mission number increase, and B makes it decrease.



You can acquire up to nine lives and any mission.



Jump to levels using various planes! Now you're set!

GO HAIRWIRE WITH YOUR SNES



He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for **Rocky Rodent!**

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**15 THIRD PRIZES:
EGM T-SHIRTS!**



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MONTHLY**

 **SEIKA**

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SUPER TURRICAN CONTEST (EGM),**

1920 HIGHLAND AVENUE, SUITE 281, LOMBARD, IL 60148

NAME _____
ADDRESS _____
CITY, STATE _____
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PHONE _____

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NEXT WAVE

11 GAMES PREVIEWED!!!

Super Turrigan 2, Super Drakkhen, Twisted Tales of Spike McFang, Voyageur, SD Golden Fighter, Fire Striker, Fatal Fury 2, Hotel Mario, Micro Machines, G2, The Horde

NEW SOFT NEWS

With the Winter CES just a few days away from when I write this, I've found that most of the companies have gotten pretty quiet on the video game front. Finding new and tasty tidbits of 'rife is hard to do, but here's what I got for you...

Konami, a name we all recognize, has a few games in store for us in the near future. They have licensed the comical antics of the Animaniacs and the action of the Biker Mice From Mars. They are also working on Hyper Dunk! Basketball: the Play-off Edition, a lightning-quick sports title that'll keep you playin'.

Also from Konami is a wacky racing game called Crazy Chase. You're a clown-like runner trying to pace your self through a number of peculiar obstacle courses.

And... saving the best for last, Sega has just introduced the Genesis CD-X, a portable Genesis and Sega CD III hybrid. Who is the first thing that comes to mind, but what about the Game Gear? Also from Sega is Tom Cat Alley, another CD title.

Crazy Chase By Konami



Seika

Super Turrigan 2

Super NES

Action

Last month we showed you a sneak peek at what might be one of the best action titles of the year: Super Turrigan 2. Going above and beyond becoming just a simple sequel, this all-out action game brings you more weapons, more technique and a lot of hot levels to go through.

Seika is still working hard to make this the best it can be. More enemies have been programmed in since last time, and all new features like an armored war tank are now here. There are all new effects that can't be described with mere words in this cart. For example: the first Boss pulses with a weird life of its own. Strangel!

Keep looking in the pages of EGM to get the latest news on this radical new action game.



Fight your way through the maze of an alien's innards. Mmm... tasty!



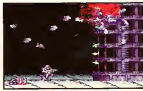
You can now ride in armored vehicles over the sand dunes.



The beam-weapons have additional effects when you fire them.



Snake-like beasts burrow out of the sand to attack you.



NEXT WAVE

Kemco

Super Drakkhen

Super NES

Action/RPG

You probably don't know that there is a sequel to one of the first RPGs for the Super NES. It's been a while since we've played Drakkhen, but its sequel improves vastly on the original.

The game play is more action oriented, plus less emphasis has been placed on the 3-D sections (though they're still there).

The graphics to this new game are much better than before as are the sounds. There aren't many RPGs out on the market, so you might want to consider checking this one out.



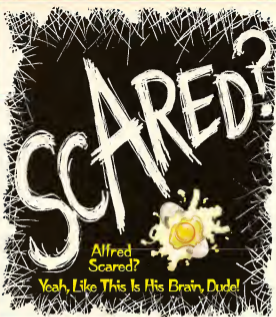
The 3-D scenes are better than ever and with a lot more detail to them.



The towns will offer you aid throughout your cumbersome quest.



There is plenty of fighting for action buffs as well.



Bullet-Proof Software

Twisted Tales of Spike McFang

Super NES

RPG

Bullet-Proof Software has a brand new RPG for the Super Nintendo called The Twisted Tales of Spike McFang. Its game play is reminiscent of Zelda or Soul Blazer. You control a magician guy of some sorts, and battle zany looking monsters in a tripped out role-playing world. The farther you go along, the better the powers you'll receive.

To match the comical look, hilarious animations have been added to give

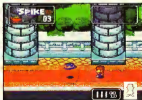


The palace is the place where your first objective lies. How do you get in?

this cart a distinctive flavor. For example, when you face a giant stone head, you'll run right through a wall. Look to these pages for more info.



Your pet frog has a key that allows you entrance into the palace.



You will learn new techniques the further you play into the game.

NEXT WAVE



Philips Voyeur

CD Interactive	Inter. Movie
----------------	--------------

Voyeur is a game for adults on the CD Interactive unit. It has a Lock-out System Code, so that younger players won't be able to see the rather risqué scenes.

The plot focuses around Reed Hawke, a millionaire and presidential candidate. He is a real sleaze, and it's up to you to collect enough footage with your camera to stop his campaign. You will peep into his life and of those around him. Murder *might* be committed which you *might* have to stop. The game changes each time, and the video footage is great.

Voyeur is a sensual thriller that really puts you into the game. Of course, this game is strictly for adults as adult situations are often portrayed. Definitely worth trying out.



You must use surveillance cameras to spy on the presidential candidate.



Peer through the windows and live off Hawke Manor. Solve its mysteries.



Culture Brain

SD Golden Fighter

Super NES

Fighting

A hot new fighting cart is on its way compliments of the folks at Electro Brain. Entitled SD (Super Deformed) Golden Fighter, this game features a number of cartoony characters in the struggle of skills.

Even though we've yet to hear from Golden Fighter, the super deformed version is really quite outstanding. The moves look spectacular, and the graphics are colorful. The great diversity of fighting forms is clearly evident here. The characters range from mystic warriors to dragon-like griffins.

If you still haven't been able to whet your appetite for intense fighting, SD Golden Fighter may just appease the beast in you. Overall, this is a game that you should be on the lookout for. It's very cool.



SD Golden Fighter will turn into an all-out slugfest in no time at all.



SD Golden Fighter looks good, especially when seen in action.



Each of the fighters has an array of powerful special moves to use.



There are even giant beasts to battle in this fighting game!

DTMC

Fire Striker

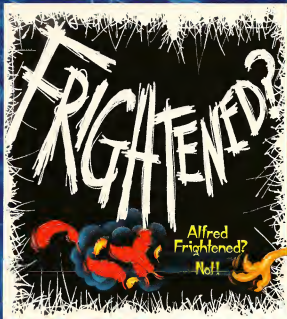
Super NES

Action

DTMC has created a brand new cartridge for the Super NES that combines some old genres to make a wholly new type of game. Fire Striker has you (and a possible second player) trying to thwart the forces of evil using magical fireballs. With this power, you will travel across the land, trying to free the seals that hold the elements under control.

OK, get this... Remember the old game of Breakout? That's how Fire Striker is played. You must swing your sword to knock the ball higher up. To clear the stages, the fiery projectile must be flung to the top of the screen. To stop you, monsters like slimes and skeletons will pursue your hero (you have a choice of fighters.) around the screen. You'll lose a life when you lose the ball through the bottom of the screen, or if you get hit by too many monsters. To clear the seals, a giant Boss creature appears to attack.

Fire Striker is a fun game to play. It's very different, and not all that violent so all players can enjoy it.



HOT RPG-TYPE ACTION!



The king will send you out on your quest through the kingdom.



As you can see by this map, the game is really big and involving.



You can really power-up if you can find the treasure chests.



Hit the door 20 times to clear the way to the main enemy.



Frigid boulders will tumble down the icy mountains.



The Bosses have magical powers to kill off your fighters.

NEXT WAVE

THE BOSSES



WOLFGANG KRAUSER

The greatest fighter in the world.



LAWRENCE BLOOD

The bull fighter from Spain



AXEL HAWK

Fearsome Boxer from the U.S.



BILLY KANE

Staff master from London.

Takara

Fatal Fury 2

Super NES

Fighting

The high intensity fighting of Fatal Fury 2 comes home on the Super NES with almost everything intact from the hit arcade game. Takara has put a lot of effort into this near-perfect rendition. All the characters and levels (along with every single special and power move) are in this game!

The cart is a fighting spectacle. The playability is fantastic and the moves are done the same way they are on the Neo-Geo version.

There is a diverse selection of characters (play as the Bosses? Hmmm...), from the awesome Andy Bogard to the bestial Big Bear.

If you want a decent fighting cart, this is one to look for. It is an amazing translation of the Neo-Geo cart. I wonder how they shrunk it?



Cheng and Jubel clash with both of their special moves blazing.



Each character has a number of special moves, plus power moves too!

BONUS ROUNDS!!!



Andy nukes his brother Terry with one of his power blasts.



The gigantic Big Bear roars right into Mai, the nimble female ninja.



Tal kickboxer Joe Higashi whips up a tornado at Kim Kapryan.



You can play the same character versus himself without a special code.



Bash pillars and blocks to rack up points within the time limits.

NEXT WAVE

Philips

Hotel Mario

CD Interactive

Action

The first platform game for the CDi features Mario and his ongoing battle against the Koopas. It seems that King Koopa and his children have gone into the hotel business. Mario and Luigi must go from floor to floor wiping out Goombas, Troopas and closing all the doors. If you close all the doors, you'll get past the level.

With CD sound and great control, you'll enjoy Mario's latest adventure. It'll remind you a lot of the original Mario Brothers game. A good choice, if you want fun action.

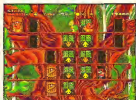


Mario and Luigi have cinematic displays for their adventures.

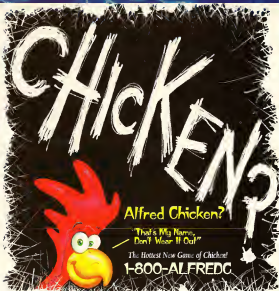


Mario Stage 2

Morton Koopa Jr. has opened up a hotel inside of a tree!



Go from floor to floor slamming all of the doors shut. Stop the Koopas!



Alfred Chicken?

That's My Name,
Don't Wear It Out!

The Hottest New Game of Chicken!

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Codemasters

Micro Machines

Game Gear

Racing

For some of the best racing action on your Game Gear, there's Micro Machines. This fast-paced racer is ripping down the road to a store near you. Done by Codemasters (the same people who brought out the terrific Genesis version), this game has very little lost in the translation.

Unlike most portable racers, the control is really top-notch, and there's a number of vehicles and tracks to race on. You can go off-road or zip



Float around in a tub in the race with the miniature speedboats.

around in a sports car. There are even tanks for those military players! Micro Machines is a good racing game if you're into this type of cart.



On the sports car track, you'll really be high up on an oversized table.



Avoid all the cereal. Oat bran is really bad for your health in this cart!

NEXT WAVE

Kemco

G2

Super NES

Action

Get ready to slash your way through 15 stages of menacing mechanical assassins with G2. You control a mammoth size mech with awesome capabilities. Your main weapon is your sword, with which you slice and dice relentless hordes of mechs.

G2 is graphically intense, and there are all sorts of dangers awaiting the unwary. At the end of each zone, a giant Boss will threaten to take you apart piece by piece. G2 will pit your skills against a number of enemy mechs.

If you want a good action game, G2 will be coming out soon. Look for more more info later on.



Work your way up through the tower to get to your main objective.



The sewers are an ideal way to catch the enemy forces unaware.



You will gain powerful weapons the farther you go on in G2.



Even teeny tiny Infantrymen will attack your Genocide 2 mech.



THE SEWERS



The aircraft carrier is where you will face your deadliest opposition.



The Bosses you meet will take up almost an entire game screen!



NEXT WAVE

Crystal Dynamics

The Horde

3DD

Action/Sim.

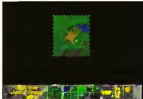
A hot new strategy game is on it's way to the 3DD compliments of Crystal Dynamics. The plot line is simple. You are in charge of a small, but ever growing village. Unfortunately hordes of goblins and such have been staging raids and killing many innocent people.

You must build up a defense for the town, along with a small militia. Then when the baddies come along, you will fight. The goblins will rip and kill anything in their path. Nothing is safe—even our cows or trees.

If you have a 3DD and are looking for an involving strategy cart, you might be attracted to The Horde. Its quick-moving, easy-to-learn play is quite addicting. It's even got blood in it. Can you save your village?



Fortify your village with pits and spikes, but make sure you can move around.



Use the maps to plot your strategy against the forces of evil.



Hack up the invaders with your sword, or use archers to slay them.



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Neo Geo (\$79)

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- o 2 player version (\$154)
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MEGS
OF POWER!



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Sight enemy MIGs with the hi-Tech Heads-Up Display and blow them out of the sky!



Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!



Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

Flying kicks. Super punches. Frebats. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an MIA2 Abrams battle tank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MIG off their tail. Now we're talking mortal combat!

SOME REAL COMBAT!



ALL NEW!
16
MEGS
OF POWER!

And you can too with our spectacular new 16 MEG military simulators, **SUPER BATTLETANK 2™** and **TURN AND BURN: NO-FLY ZONE™**. They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and Mokka animation make for combat action that sure feels that way.

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.

 **ABSOLUTE™**

Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!



Go topside to take on attackers with the high-speed Phalanx machine gun!



Call in F-15 air support to swoop down and lay waste to enemy resistance!



Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!



Ultra-realistic animation includes PATRIOT missile launches!

**SPECIAL
FEATURE!**

SEGA

SEGA

SEGA



Get ready for February 1, Hedgehog Day! Because Sonic 3 is a reality, and it is absolutely incredible! There is a new face in the Hedgehog family, and his name is Knuckles the Echidna (a spiny egg-laying anteater) who is the last descendant of the Floating Island tribe. Knuckles was brainwashed by Robotnik into believing that Sonic is the enemy and that he should steal all his Chaos Emeralds! There are also some funky new features like a battery backup for convenience and an all-new Time Attack Mode with a better split-screen game!



SONIC

Age: 18
Species: Hedgehog
Special: Spin Dash
Abilities: Turn into Super Sonic

Get all the emeralds to be super!



KNUCKLES

Age: 15
Species: Echidna
Special: Knuckle Dig
Abilities: Knuckle Punch

He is lead to believe that Sonic is his enemy!



TAILS

Age: 5
Species: Fox
Special: Spin dash
Abilities: Swim and Flight

He can now fly and airlift Sonic to high places!



Flame Shield



Flame attacks will do no harm to Sonic.



A fireball attack that flies forward!



You can breathe under water!



Water Shield



You can bounce like a ball for height.



You can perform a double jump move.



Lightning Shield



Rings will gravitate toward you!



Azare Lake



Lots of loops that will twist your perception!



Balloon Park



A crazy zone that is decorated with animals!

Improved two-player split-screen Time Attack!

The Time Attack feature is also included! You and a friend can have races in not just short versions of the regular levels, but in five completely unique zones! Everything is reduced in size, unlike Sonic 2's "Short & Fat" characters. Knuckles can also be played here!

Chrome Gadget



Conveyor belts and other technical blocks!

Desert Palace



Quicksand and plenty of loops form a headache!

Endless Mine



These mines have blocked passageways.



Super Special Stages!

Ready for one intense headache of a lifetime? These stages can be accessed by jumping into giant rings dotted about the level. Your task is to collect all the blue spheres and not hit the red.

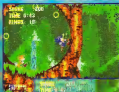
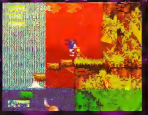
Gumball Machine Bonuses!

That's right! There are two kinds of bonus rounds in this game! Get 50 rings and hit a goal mark, then jump into the stars above to find a giant gumball machine! Collect 1-Ups and such.

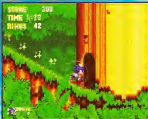


ANGEL ISLAND ZONE

This level starts out with all kinds of beautiful scenery. You will soon learn, however, that it is a truly treacherous land, harboring many traps—ranging from weak bridges and collapsing ledges to other nasties like spending rhino badniks! Halfway through the first act, the Mid-Boss will appear and destroy the whole level with napalm missiles! Then you must trek on through the scorched landscape and get to the Robotnik! Hint: there are four Special Stage Rings here!



Travel on land and even through deep waters in search of rings and bonuses!



There are all kinds of neat hidden objects, like a hollow tree that opens up to reveal the inside with vines to swing on!



Mid-Boss madness!



This flame-throwing pod just skulks about and shoots off his flame. No biggie.



These fireballs can skim along the ground. Be careful with these!



Rain De-forest-action!



Halfway into the first act, you will encounter the Mid-Boss, which launches several missiles that will strike the ground. Flames will erupt, turning the level into a scorched wasteland!



Run for your life from the giant bomber!



The badniks are coming! Run like a hedgehog out of hell so you do not get hit by shrapnel from the exploding bombs this giant carrier drops upon you!

Flames are flying high with Robotnik's regel



Robo has twin guns that can fire giant fireballs. He can also fly behind the water!

HYDRO CITY ZONE

Enter the Hydro City, where the majority of the level takes place (where else) under water! There are special walls that, when broken, cause suction that will haul you to who knows where! There are fans dotted about that will cause currents which may even push you right into a bed of spikes! Look out for vertical corkscrews that lead to air or down into the murky depths! One thing you should know—it is a good thing to guide yourself off course when flung into the air (chances are you'll find power-ups).



If these walls are broken, the suction will send you flying!

There are sections where Sonic has to hang on tight! Otherwise he might just be sucked to a quick dash!



These twisty tubes can be very handy when trying to reach higher/lower levels!

Mid-boss madness!



Just think of this Boss as the core of a washing machine. Get the picture?

Depth charges, inverse whirlpools and Robotnik!



Robotnik will drop depth charges! For a safe spot, stand next to one of them.

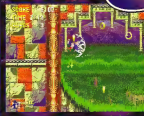
Once he lowers to cause the suction whirl, whack him a few times!



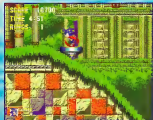
Here, he drops depth charges and can create a reverse whirlpool effect!

MARBLE GARDEN ZONE

This is probably the only zone that does not contain any water sequences! That doesn't mean it is not difficult, though. There are plenty of traps to keep you on your toes, ranging anywhere from faces that fire out arrows to enormous ball and chains! There are also several spindles dotted about the land. You can activate them and the whole earth will shift to reveal secret passageways! Definitely different.



There are all kinds of neat contraptions to help you out. Things like pulleys help you up hills and tops let you skim the land!



Be careful when riding the tops! Even though they are great for getting to far places, they can lead to instant death!



If you find a blue wheel embedded in the ground, try a Spin Dash...



... and magically, segments of the ground will shift, leading the way!



There are many other objects lying around, like fake spikes holding badnicks!

Mid-Boss madness!



This drill bit is a breeze! All you have to do is attack it when it's out of the ceiling!

Battle It in the skies with Tails at your side!



After each of Robotnik's passes, he will fly into the background to attack you!



Don't worry about falling. Tails will follow you off screen and pick you up!



Now this is different! Follow the Doc by having Tails carry you in the sky!

CARNIVAL NIGHT ZONE

What can be worse than another version of the Spring Yard Zone? Why, if you add water segments to it, of course! Race through the surly of bells and bumpers while leaping from balloon to balloon—all while listening to some really crazy clown music! Rotating cages will spin you senseless, and strips of fans will blow you to heaven knows where! There is also a scene where Knuckles knocks out all the lights in the level, too!

SCORE 1170
TIME 0:00
RINGS 3

SCORE 10340
TIME 0:03
RINGS 2

Lights out, everyone!

What a nuisance! Knuckles will appear and kill all the lights in the level via a switch!

The only way to re-activate them is to find the on switch located somewhere within the complex!

SCORE 12040
TIME 0:09
RINGS 02



Old whirling spindles, fans and rows of bumpers make life all the merrier!

Steel rotating cages you hang upon and giant candy cane colored bars will make you feel sick!



Mid-boss madness!

Robotnik can prove to be a shocking experience!

SCORE 590
TIME 6:25
RINGS 0



Get this: the way to defeat this Boss is to hit it open—and its attack pod hits itself!

SCORE 1100
TIME 7:13
RINGS 1



After dodging his energy barrage, he'll hover down for the ball, so strike!

Robotnik will drop a ball bearing on you, and use it as an energy channel!

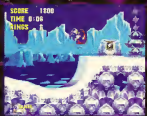
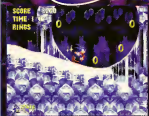
SCORE 11500
TIME 8:54
RINGS 1



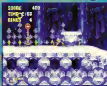
Robotnik is starting to really play rough! His energy cyclone can suck you in!

ICE CAP ZONE

Where would an action game be without an Ice Level? To start off, Sonic makes a superb entrance that ends with blundering (however humorous) consequences. From then on, you must face frozen waters, platforms that are propelled by your own speed hitting the sides, and gigantic chunks of ice that provide an easy way to get around as well as a means to bust through giant walls of ice! There are plenty of traps and all the power-ups, items, and other things are frozen—opening your Spin Attack to break them open. This level has plenty of surprises!



Ice battering rams!



At this scene, push this ice block over the edge, using it as a ram!



As you travel down slopes, you will gain speed to destroy ice walls.



Stalactites fall onto the spikes, providing a safe passage. You can also use it as an ice sled.



Sonic can use these hanging caskets to propel himself to higher grounds! Use the Spin Dash here.



Mid-Boss Madness!



Duck at the end of the screen. After it does two swoops, nail the badnick!

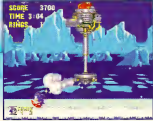
Cold-hearted Robotnik's Insta-freeze breazer!



Time your jumps into the center and give him a few whacks before the jet.



Being iced is no fun—especially when it throws you back a distance!



Robotnik uses freeze jets that spray to either side of himself and under his craft!

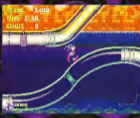
What an Entrance!



Sonic's dramatic entrance on skis ends on a humorous note.

LAUNCH BASE ZONE

Enter the final level of the game! This is the zone where Dr. Robotnik's Death Egg is under repair. It's up to you to reach and destroy it for good! Here, there are plenty of pathways to choose from. Some lead into indoor installations, while others could lead into a giant water system loaded with pipes and badniks! There are also transport elevators shifting you from section to section and water pipes that can carry you for miles! At the end, you must face four tough versions of Robotnik, all the while trying to prevent the final launch!



Enter the final level of total surprises!



Use elevators to transport to different places dotted about the level.



Knuckles will remain a constant threat, as he shows here by blowing up this building! You must get out before the whole structure comes down, or kiss your cute little blue hog-hide goodbye!



Mid-Boss Madness!



This Mid-Boss just mindlessly follows you around, swinging its arms relentlessly about itself. Once it sticks its arms in, strike it! Just be patient!



There are certain tubes that, if broken, you can use to travel in the water!



Who knows where these waterways will lead. Have a nice trip!

The Death Egg is taking off! Hurry and take out Robotnik once and for all!



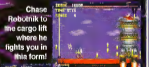
Defeat Robotnik as he attacks by launching cannon balls!



After chasing the Doc, meet Knuckles who will fall due to the launch!



You must tag him as he passes by you. Watch out for that nasty grip!



Chase Robotnik to the cargo lift where he fights you in this form!



You need to destroy three sections before arriving on the final battle suit!

SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!



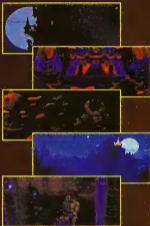
Our games go to #1!

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**SPECIAL
FEATURE!**

NIGHT MARE

Cool Cinemas!



In Interplay's *Night Mare* players must delve into a world veiled in evil. Only the most skilled of warriors will bring order to this dark realm. This new action/adventure features the play elements that made *Out of This World* such a hit—awesome rotoscoped animation, challenging puzzles and excellent game play! There are other new features that have been added in the game as well, such as the ability to arm yourself with a weapon and aim it to your back even when you are facing forward. You can also hide in the dark shadows of the scene and elude the numerous enemies or make them miss their shots at you. The graphics are very well drawn with a dark theme. The beautiful backgrounds will give you the sense of almost being there. The music is very well done, also adding to the feeling of chaos!

With its library of recent hits, Interplay is fast becoming one of the best video game software companies in the industry. Great games such as *Out of This World*, *The Lost Vikings* and *Rock 'N' Roll Racing*, to name a few, are some of their best and most popular titles.

With the new year in full swing, Interplay will continue to have gamers begging for more with their incredible lineup of games.

First will be *Night Mare*, which is an action/adventure game much like the highly acclaimed *Out of This World*. This title features a unique story line about a warrior destined to save the world from evil. There are plenty of beautifully drawn scenes with some of the smoothest character animations around. Next is *The Lord of the Rings*, a role-playing adventure based on J.R.R. Tolkien's classic fantasy tale. Like *Night Mare*, there are literally thousands of frames of rotoscoped animation. There is also a multi-player feature. The other title on Interplay's release schedule is *Clay Fighter 2*. Players are promised more moves, more hidden moves and new stages, as well as some other new features not yet available. There's also some talk about *The Lost Vikings 2*. The story and the features are not yet known at this time.

With a lineup like this, it looks like a banner year for the guys at Interplay!



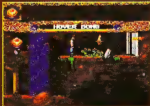
Arm yourself and be prepared for potential danger as you venture through the caves.



You can find out more about your mission by talking to people on the way.



Your character can hide in the shadows as the enemy fire upon you.



Pick up various items like bombs to help get through some locked doors.

Now, the lands of swords and sorcery come alive. Prepare yourself as this treasured Tolkien tale—The Lord of the Rings, Volume 1—takes you on an epic adventure through Middle Earth. This amazing game faithfully follows the adventures of the hobbit Frodo Baggins on his quest to destroy the One Ring that has the power to end Middle Earth. You find yourself in the story playing the able leader of a

The Lord of the Rings

band of benevolent hobbits, elves, dwarves and a wizard. Each of your companions has their own unique personality and decision-making skills, making your journey all the more exciting as you travel through the familiar landmarks of the Tolkien tale—from the deep fog of the Barrow Downs to the darkness of the Mines of Moria. See you there, Precious!



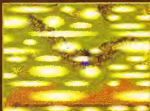
Gather info from the locals which'll help in your quest.

View Frodo's stats like health, magic and inventory.

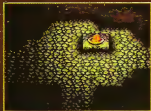


OTHER SCENES OF THIS FANTASY WORLD

CLOUDY LANDSCAPES



DARK & DANK CAVES



PERILOUS DUNGEONS

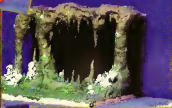
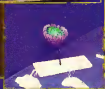


**SPECIAL
FEATURE!**

CLAY FIGHTER 2

Those funny fighters of clay are coming back to a video game screen near you this summer in Clay Fighter 2! The sequel will sport more moves and more hidden special attacks. As you can see, the artists of the game are also at work on some new stages as shown on this page. Among other new features will be better music!

**CHECK OUT
THE NEW
STAGES!**



FOLLOWING THE HUGE SUCCESS OF CLAY FIGHTER, THE EGM EDITORS WENT BACK TO INTERPLAY TO SEE IF THEY HAD ANY PLANS FOR A SEQUEL. HERE'S THEIR STORY...

Our editors have a nose for news. With Clay Fighter still hot we had a feeling that Interplay had a story to tell about a sequel. Not only did Jeremy Airey (the lead CF2 programmer) give us a behind-the-scenes look at some of the models that are being considered as backgrounds for the upcoming CF2, but he also gave us an insight as to how they will make the new game that much better than the first!

EGM: How about a hint as to what we will see in Clay Fighter 2?

Jeremy: We're only going to keep two of the original characters. We will have many more, possibly go up to 10. Maybe even have some secret characters in the game. After looking at Mortal Kombat II and all that secret stuff, we'll go the same route. And we're doing some stuff like Eternal Champions did. This will be really hot!

EGM: When will the game come out?

Jeremy: We're looking at July-August for the Super NES version and June-July for the Genesis game.

EGM: I see you have some models of the new backgrounds (see pictures), how long does it take to make these?

Jeremy: The large Frosty one took two weeks to do, but as we get more experience, we can do about two per week.

EGM: Will any of the backgrounds be interactive with the player as we have seen on some of the other fighting games like Samurai Shodown?

Jeremy: We were trying that with the first one, but it didn't seem to work very well. I don't think we'll do it in this version.

EGM: How about giving the characters fatalities?

Jeremy: We're going to do a lot of that type of stuff. Hidden characters, special codes that do certain things, you know, stuff that will really set CF2 apart from CF.

EGM: What are the specs on the cart?

Jeremy: We're shooting for a 16-Meg cart. The music and sound effects will be much better than the first and there will be great voices.

KICK SOME LIQUID METAL BUTT!

T2: THE ARCADE GAME™
COMING TO SUPER NES®
IN FEBRUARY



**PREVENT
JUDGMENT DAY**



**I NEED YOUR
MOTORCYCLE**



**PROTECT
JOHN CONNOR**



**OBJECTIVE: RESCUE
SARAH CONNOR**



**DESTINY CYBERPUNK
RESEARCH**



**BASTA LA VISTA,
BABY!**



Acclaim
ENTERTAINMENT

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**SPECIAL
FEATURE!**



The future is now, with Philips CD-i (Compact Disc Interactive.) With just a touch of a button on the controller, you'll be drawn into a fascinating, interactive world. No other entertainment titles bring characters and situations to life so vividly and with so much involvement and control. Philips is working with leading publishers and entertainment companies to bring you titles spanning a broad range of interests for every age group. For children, there are storybooks with animated characters and family favorites such as Sesame Street. Educational discs to enhance reading and mathematical skills are also on the horizon.

CD-i discs can be used to pursue many leisure interests, too. Choose an encyclopedia or atlas which offer valuable reference information in an easily accessible format. There is also a wide range of music titles to suit all tastes, from rock to classics, accompanied by stunning graphics and contemporary paintings and photographs. With CD-i you will be able to enjoy hours of fun with dozens of dynamic and innovative games; from tried and tested classics such as Tetris, to the first CD-i chess game, to the most up-to-date col-animated arcade adventures and sporting classics. Fast-moving, mind-bending and often unpredictable is what you can expect!

Philips, the inventor of the audio CD, brings you the next generation in compact disc technology, with CD-i Digital Video. You will appreciate the convenience, durability and unmatched clarity of CDs. Now, watch your favorite programs on your television with a CD-i 5" disc, digitally recorded. Just insert a Digital Video compact disc in your CD-i player. You will hear and see a breakthrough in home entertainment. The on-screen controls are easy to use. You can pause, fast forward, reverse or review a clock with time elapsed.

CD-i is a world of entertainment, information and education. A world to explore!

PHILIPS

THE NAKED GUN

2 1/2

THE SMELL OF TEAR!

Lt. Frank Drebin returns in the hilarious Naked Gun sequel. Leslie Nielsen must stop Robert Goulet from destroying the environment.



Use the on-screen Table of Contents to select any sequence in a video instantly, or jump to bonus information, called program notes.

THE CREAM OF ERIC CLAPTON

Eric Clapton performs some of his greatest hits like *Tearing Us Apart* and *Wonderful Tonight*. See and hear Eric live in concert and even sit in on some private jams!



**THE
HUNT
FOR
RED
OCTOBER**

Based on the bestseller, *The Hunt for Red October* stars Sean Connery and Alec Baldwin. A new, technologically-superior Soviet nuclear sub, the *Red October*, is heading for the U.S. coast. The American government thinks Ramius is planning to attack. The hunt for the Red is on.



STAR TREK
THE UNDISCOVERED COUNTRY

The *Enterprise* leads a battle for peace in the most spectacular *Star Trek* adventure ever. When a Klingon ship is attacked and *Enterprise* is held accountable, both worlds brace for what may be their final, deadly encounter.





If you don't follow instructions and go to different locations out of order, you may get ambushed.



You must get the keys for the jail from the saloon to free the sheriff.

Mad Dog McCree and his wild bunch make their way to the Phillips CD-i. Known as one of the highest rated arcade games, it is now the first interactive shooting game with real live motion picture action. Mad Dog and his men have kidnapped the town's mayor and his daughter. You will be challenged by outlaws, bank robbers, gunfighters and Mad Dog himself. It's up to you, stranger, to save the town!



GO-I



3D0

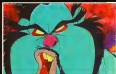
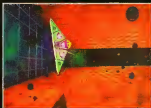
The CD-i version above looks less pixilated than the 3D0 version.

SPECIAL FEATURE!

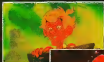
Mad Dog McCree

SPACE ACE

Space Ace, the classic arcade laser disc game, makes a carbon copy onto the Phillips CD-i system. Ace is the defender of the planet Earth, which is being attacked by the evil Borf. Borf wants all Earthlings to surrender to him. You must struggle to regain your manhood as you try to destroy the infanto-ray and defeat Borf.

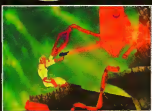
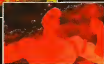


It's up to you to save Kimmy and defeat the dastardly Borf.



Borf turned you into a little kid named Dexter.

Energizing back to Ace gives you a chance with Borf.



**SPECIAL
FEATURE!**

CAESARS WORLD OF BOXING

Here is where it all happens: heavyweight hopefuls come to Las Vegas to pursue the world championship of boxing. Caesars Palace is the only place that can make their dreams come true.



You first choose from three types of boxers. Choose from a banger, boxer or a stand-up. Your next step is to create a fighter. Pick from different skin and hair color. Decide if you want your boxer to be left or right handed. Also see how much power, conditioning, stamina and hand speed you want to give your player.



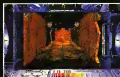
Before you start a fight, you have to train. To do that you need a trainer. Look at different profiles of trainers to see which one suits you.



This is the perspective of the ring. A good strategy is to get your man in the corner and keep pounding him until the end of the round.

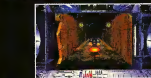
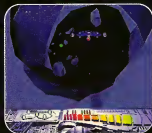


The first part of the journey involves flying your ship to each temple.



KETHER

It is the year 3795 of the fifth cycle. About 70 years ago, Eta Carene, the Princess of Wisdom, was captured by the evil Master of Darkness, Khork. She is held prisoner in the Temple of Malkhor under the watchful eye of Khork. Your mission is to search the five planets of the galaxy and to find and liberate Eta Carene. This is a life or death mission—if you do not find her, you will die and Kether will be doomed to eternal darkness and evil forever.



You must fight your way to the sixth hall inside the temples.

**SPECIAL
FEATURE!**

ZELDA'S ADVENTURE

Ganon, the Lord of Darkness has taken over Tolemac. He has stolen the treasure's celestial signs and captured Link. The princess Zelda is the last hope to bring peace back to the land and free Link. In *Zelda's Adventure* you will travel in two types of lands. You'll come across many types of enemies and obstacles which you must surpass in the overworld and underworld. It is in the underworld where you will find the celestial signs. Each sign will bring you closer to victory.

ZELDA'S FIGHT ACROSS THE LAND



This is the Inventory screen where you can choose different weapons and treasures.

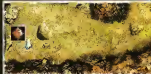


Inside the caves you have to think on your feet and act very quickly in order to survive. You will come to some points of the cave where you will need certain objects and weapons to advance further in the game.

1. Here is an example where you need: a ladder to walk across a gorge in order to get to more intricate parts of the cave. You may also come across some enemies which require you to use certain weapons if you want to defeat them.

The vast land of Tolemac is where your quest begins. When you first set out, you have to search for some weapons to defend yourself. Here are two points where weapons are located.

1. This is where you first appear in Tolemac.
2. At this location you get a staff.
3. Grab a boomerang weapon here.



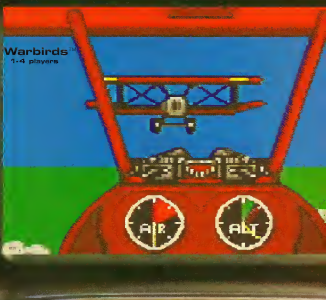
LYNX



OFF



Warbirds™
1-4 players



ATARI

LYNX KICKS

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As Seen in GamePro

Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.



THEIR BUTS.

Get to your store now, or call:

1 - 8 0 0 - 2 2 1 - E D G E

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SPECIAL FEATURE!

ENIX—KNOWN FOR ACTION ADVENTURE AND RPG GAMES SUCH AS SOUL BLAZER, THE ACTRAISER SERIES AND THE DRAGON WARRIOR SERIES—IS PRODUCING SOME GREAT NEW GAMES THAT LOOK VERY PROMISING FOR RPG FANS.

RPG players, get ready to see one of the best new role-playing games from ENIX. Brain Lord delivers many hours of game play that you will never forget. Using Mode 7, this game boasts special effects to capture your imagination, and an immense story that will keep you busy for many nights. King Arthur, on the other hand, has a different style of game play. More of an overhead action/adventure RPG, King Arthur delivers what not many other role-playing games have to offer. ENIX has created many puzzles and mysteries to captivate the player while searching for the answers to complete the quest.

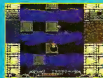
Also, get further in solving 7th Saga by checking out the mini-strategy guide in the pages to follow.



ENIX



BRAINLORD



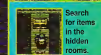
Brain Lord is quite similar to Soul Blazer in the views of the game and in the action-adventure role-playing theme. There are many caves, dungeons and mazes you have to conquer in order to finish this immense adventure. In order to fulfil the quest, other characters will help you along the way in your vast journey.



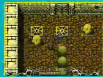
AWESOME BOSSES



Use magic to defeat many enemies.



Search for items in the hidden rooms.



You have to solve puzzles in order to pass certain rooms.

Get help from one of your friends to achieve lighting in dark areas.



Visit towns to obtain important information and replenish your health.

King Arthur



Travel through dangerous territories while fighting off many enemies attempting to stop your progress.



King Arthur—based on the cartoon series—is now in a game where he must journey (with the help of his fellow knights) to dangerous lands searching for vital keys in order to restore justice in his kingdom where he is battling powerful warlords. Merlin and others will help Arthur in many ways to accomplish his quest. Many will try to stop Arthur to gain power in his land.



MANY SURPRISES!



Solve many mysteries along the way to accelerate your progress.



For all you RPG fans waiting for a strategy guide for the 7th Saga, worry no more. With the help of ENIX and the hard work of our editors, we are able to bring you some helpful hints and tips on one of ENIX's best RPG games out on the market. Also, check out the map on page 137. You can locate some areas that you may have difficulty reaching. Now rip through the game!



FEAR NO MORE! ENIX AND EGM HAVE TEAMED UP TO ANSWER YOUR PRAYERS. HERE ARE SOME QUESTIONS—AND THEIR ANSWERS—THAT MAY FIT YOUR SITUATIONS.

- Q.** I wish this game had a map that listed all of the towns, castles and caves.
- A.** Hello, it's! Remember you only have two wishes left!
- Q.** I found the Wind Rune in the cave of Melanina. The problem is one of the other apprentices stole it. How can I get it back?
- A.** This is a very common problem. If you have had the Wind Rune stolen and have not travelled past the town of Egnis, I usually suggest that people meet the game. The problem is that the apprentices in the early sections of the game are very difficult to beat. Usually you have to get EXTREMELY lucky in order to defeat them. It would take you about 40 minutes to obtain the Wind Rune from the start of the game. It may take you in excess of two-six hours to beat these apprentices. If you remember to save the game each time you enter a town, you will be able to simply reset the game if you should lose your Rune. This will allow you to start from the last place saved. So, you should be able to prevent anyone from stealing your Rune.
- Q.** In the cave of Melanina, I see a doorway, but there are some rocks blocking the entrance. How do I move these?
- A.** Travel to the town of Zellis. Enter the inn and speak to the villager inside. His name is Brantu. Brantu will join your party as a third member and will open the rocks blocking the doorway. If Brantu will not join you, return to Bonro and get the map from Gaur.
- Q.** How do I get the Water Rune from the wizard in the town of Guntz?
- A.** You must continue talking to the Wizard in Guntz until he agrees to trade you the Water Rune for some water. Next, travel to the village of Pell, in the tavern, you will find a villager named Digger. Once he has joined your party, travel back to Guntz and Digger will bring the water. The wizard will now give you the Water Rune.
- Q.** I keep hearing about a secret entrance in the town of Patrof. Where is this entrance and will it allow me to enter the castle?
- A.** If you search each of the tombstones in Patrof, you will find one that reads "Do not disturb." Stand beneath this tombstone and push your control pad up. The tombstone will move, revealing a secret stairway. Yes, this stairway will lead you into the castle.
- Q.** There is a rock in the cave of Milto that I can't seem to move. How do I move the rock?
- A.** You must have three Runes to start this process. Enter the town of Bone and look for a little boy. If you talk to the boy, he will ask you a question about Bonro. If you answer "No," he will either give you a remote control or ask you to take him to Bonro. The remote control will open the rock in the cave of Milto. If you take the boy to Bonro, his uncle will arrange for you to take a boat ride. Both of these options accomplish basically the same thing. If you get one, you will not get the other.
- Q.** I defeated the dragon in the village of Lusa. The game tells me that the Rune has been stolen. How can I find it?
- A.** Since there is no way of preventing the theft of this Rune, you need to try and locate the apprentice who stole it. Try returning to the towns you have visited already via the Wind Rune. Once inside a town, step outside. Look in your crystal ball located in the upper left corner of the screen. If the circle representing the town is flashing, the thief is in that town.
- Q.** How can I enter the Tower of Greme?
- A.** If you have Olivan as your main character, travel to the town of Bone. Once in Bone, walk to the bottom right corner. Here you will find an old man who will give you the Key of Brilliance. If you don't have Olivan, don't worry. In the upper right corner of the continent you will find the North Tower. In this tower there is a flashing square. If you step on this square, you will be teleported into the Tower of Greme.
- Q.** How can I find the cave of Luscus?
- A.** From the village of Padal, walk south until you reach the mountains. Now walk west along the mountains and you will enter the cave. The entrance is invisible.
- Q.** I defeated the Sorcerer Lady in the castle of Baran. Prosa, the commander promised me the Moon Rune if I defeated her. Now when I talk to him, he asks me to find Pegram and will not give me the Rune! Why?
- A.** Return to the village of Zalis. In the tavern talk with everyone and you will locate Pegram. Now return to Prosa, and he will give you the Moon Rune.
- Q.** I can't seem to find a way through the flames in Bilthem Castle.
- A.** When you enter the castle, immediately go left and walk up the staircase. Now walk south to the wall and go left. Look for a narrow hallway leading up. Take this hallway to the top and go left. Take the staircase down. Now you will enter the flames from the right hand side. You should find a narrow passage through them.
- Q.** G.K. said I made it through the flames and found Doros, but I can't beat him because he splits into three.
- A.** Follow the direction above. Except instead of entering the flames, continue walking down until you find a staircase leading down. Here you will find a wooden table. Push the table and you will find a key. To the left of this table you will notice a pill-oll. Open the pill-oll and release the old man being held prisoner. He will give you an item called Star. Use this item on Doros and you will be able to defeat him.
- Q.** I made it to Brush, and Brantu won't let me into the basement. What am I supposed to do?
- A.** First, you need to have six Runes. If you are missing a Rune or Runes, read through the top section again and find out where you messed. If you have not messed any, it is likely that an apprentice challenged you to a fight. Defeat you and look your Runes. If this has happened, you need to travel from town to town, looking for the apprentice. Once you have six Runes, return to Brush and speak with the fortune teller. Now speak with Brantu and he will let you go to the next continent.
- Q.** I am at the next continent and I lost my magic. I have also found Gorfus the man Boss but he disappears, what am I doing wrong?
- A.** You need to locate the Moonlight. The Moonlight is located in a cave southwest of Quanta. In this cave you will see Metal Prison. After defeating him you will locate the Moonlight in a treasure chest. Return to Quanta and someone will remove the curse restoring your magic. When you face Gorfus, use the Moonlight on him when he disappears.
- Q.** I have recovered the seven Runes again! Where do I go now?
- A.** Walk to the upper right corner of the continent, here you will find the final castle and Gorfus waits within!

USE THIS LIST FOR THE MAP ON THE OTHER PAGE TO LOCATE PLACES.

1. LEMELE'S CASTLE
2. TOWN OF LEMELE
3. TOWN OF RABLESK
4. ARAN CASTLE
5. GATE OF EARTH
6. TOWN OF BONRO
7. TOWN OF ZELLIS
8. CAVE TO MELENAMA
9. TOWN OF MELENAMA
10. CAVE TO EYGUS
11. EYGUS
12. CAVE TO PELL
13. PELL
14. GUNTZ
15. PATROF
16. PATROF CASTLE
17. TOWN OF BONE
18. CAVE OF MILTO
19. GRIME TOWER
20. DOWAINE
21. NORTH TOWER
22. BELAINE
23. TELAINE
24. TELAINE CASTLE
25. CAVE OF BEORE
26. TOWN OF LUZE
27. TOWN OF PANG
28. TOWN OF PADAL
29. TOWN OF POLASU
30. TOWN OF PANDAM
31. TOWN OF TIFFANA
32. CASTLE OF TIFFANA
33. BARAN CASTLE
34. BILTHEM
35. BILTHEM CASTLE
36. TOWN OF BRUSH
37. VILLAGE OF VALLENCIA
38. CAVE OF KAPEL
39. VILLAGE OF BUGASK
40. VILLAGE OF GUANTA
41. CAVE OF BULNSEL
42. CASTLE OF GORFUS



THE ISLANDS



**THE NEW
#2 NAME IN
VIDEO GAME
MAGS IS
COMING
SOON**



TAKARA & MACH



BE A CAVE DUDE - SMASH A DINOSAUR!

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRLFRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL HEADRONTALS. PICK UP YOUR STONE AXES AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION. BUNTING A WILD AND WACKY WORLD FILLED WITH FLOWING LAVA, ROCK SLIDES, AND MORE PRISTINE MONSTERS THAN YOU CAN STRIKE A CLAW AT. ITS TRUE ARCADE ACTION, WITH BIG, COOL-UP STYLE GRAPHICS AND THE BADDEST TWO-PLAYER OPTION EVER.

- EARTH-SHAKING SOUND EFFECTS
- HUGE DINOSAURS TO MEET AND DEFEAT
- THE BIGGEST COLOR GRAPHICS SINCE THE DISCOVERY OF FIRE
- SWAMP LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT!
- FIVE LEVELS - BOTH VERTICAL AND HORIZONTAL - FILLED WITH PREHISTORIC FUN.
- FOR 1 OR 2 PLAYERS



TAKARA®

Video Game Division

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SPECIAL FEATURE!

Trimark Pictures has now entered the video game market!

Trimark Pictures has a new video game division headed up by Kelly Flock, Victor S. Mercieca and Gary M. Rosentfeld. They have entered the video game race with two new games, *Warlock* and *Moto X*.

Warlock is a game that is based on the very popular movie with the same title. The game contains all manner of beasts and magic spells, plus a lot of intense backgrounds. The animation of both your character and your enemies is first rate, plus it is sure to turn many heads.

Moto X is a game that can best be described with the word FUN! You are a dirt bike racer that is out to win the world circuit. The races are on many different tracks, each with its own reigning champ. After each race, you have the option to upgrade your bike—a very cool feature.

Trimark Interactive has other titles in the works such as one called *Evolver* that's being released with a movie.

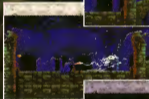


WARLOCK

You are a warlock who has mystic powers. You're able to launch beams of lightning to kill the evil creatures surrounding you!



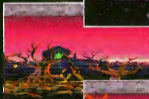
Along with the power to throw electricity, you have the ability to levitate over the enemies who are in your way. There are other spells, too.



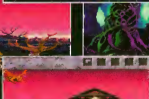
The animation of the enemies in this game is awesome! They really look scary!



Some of this game's levels are underground in a complex series of caverns. Try not to get lost!



The backgrounds in this game add to the overall scary feel of this game, and make it a lot of fun to look at while you play!



The first time I saw this horse skeleton run onto the screen, I thought it was the coolest animation of the entire game!



OPONENTS!

These are some of the guys you will have to ride against!



This guy is called "The Beast." Play against him and find out why!



This guy is technically brilliant, in other words—he'll race circles around you!



A real wild man, Geoff will do whatever it takes to win!

MOTO X



OPTIONS

In this game, race in the world circuit that starts in the USA. Look at the race that is on the first page of *Dirt Bike Weekly*! When you finish a race, you will earn some money that can be used at the end of the race to totally upgrade your bike!



TIME TO RACE!



The first race is on a fairly simple track. The next races are not so easy. They require split second decisions!

Watch how you hold your bike on the jumps! You could wipe out!



You can pass other drivers by kicking them off their bikes!

Looks like this guy hit the dust. Use your turbo button and the arrows to get back in the lead!



A MATCH M

ROBO

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FREE ROBOCOP™ VERSUS THE

THE VIDEO



AVAILABLE FOR YOUR

MADE IN HELL

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MINATOR™ STICKER IN THIS ISSUE

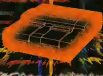
EO GAME



AVORITE GAME SYSTEM.

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BEFORE THE GAME...

TONIGHT'S MATCH-UP

WEST	GILDED STATE	DALLAS	ATLANTA	MIAMI
	J.A. CLIPPER	BOBBI	CHUCKLE	PIPER
	UP LEVINS	WALTER	GRAND	TRAVELER
	PIPER	BRONSTEIN	OLD BLAZE	BRONSTEIN
	POSTER	SUB INTRON	JEFF	WILLIAM
	SEATTLE	SCANDINAVIA	TRINA	WILLIAMSON
		TRUSSARDI	USA-USA	



Pick from all 27 NBA teams with their two best players and jam it out on the court!



FACT FILE

NBA JAM

MANUFACTURER	# OF PLAYERS
ACCLAIM	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MB	N/A
THEME	% COMPLETE
SPORTS	80%

HIGHLIGHTS AND STATS AT THE HALF

Check out the highlights and game statistics of the teams and individual players.



1ST HALF STATS:

CHI	LAK
PTS	PTS
REB	REB
AST	AST
STL	STL
BLK	BLK
FT	FT
FG	FG
TOV	TOV
PF	PF

THE GOOD

Awesome two-on-two action. NBA basketball fans will not be able to get enough of this game.

THE BAD

There are slight differences between this and the arcade version which aren't worth noting.

THE UGLY

It's too addicting. Expect very long playing sessions with your friends who may never leave your house.

GET SOME POINTERS FROM THE COACH!

Receive some coaching tips after the first and third quarter. They really help a lot!

COACHING TIPS

Close-Off.

NEED HOLDING THE BALL
UNICALLY TIP THE TOWER
SHOOTER. THIS WILL CAUSE THE
PLAYER TO THROW HIS CLASSED.

COACHING TIPS

Hot Streak.

NEED A PLAYER SCORES THREE
CONSECUTIVE BUCKETS HE IS ON
FIRE.
NEED A PLAYER GOES ON A HOT
STREAK GIVE HIM THE BALL.
HE REMAINS HOT UNTIL THE
OTHER TEAM SCORES.

COACHING TIPS

Physical Play.

CLEAR AN OPPONENT OUT OF THE
WAY BY PRESSING THE TOWER
AND STEAL BUTTONS AT THE
SAME TIME.

Play with the superstars from all 27 NBA teams—from Ewing to Pippen in the East to Barkley and

Robinson in the West, with veteran superstars like Malone and Parish, to rookie sensations like Mourning and Laethner—each with his own on-court personality and attributes. Play one player, two players on the same side or two players against each other. With a 4-player adapter, start a two-on-one or a four-player game with your friends. All the hardwood action and incredible dunks of the arcade game are here, complete with speech, record-keeping, seasonal play and halftime report. With new features like Tag Mode also included, not playing NBA Jam really rocks!



WIN WITH DEFENSE!



MASTER THE OFFENSIVE SKILLS LAYUPS THE LONG BALL



GET A PLAYER ON A HOT STREAK!

When a player scores three baskets in a row, he'll be "on fire." During this time, he has unlimited turbo and a much better chance of sinking shots from anywhere on the floor!



SHATTER THE BACKBOARD!

The NBA backboard cannot sustain the intense jamming it goes through during a game. Eventually it's going to wear out and shatter into pieces. It's really cool to watch!



IT'S A TOTAL JAM SESSION!

There are tons of different slams in this game. You'll get different slams depending on the dunking ability of the player and the location on the court he takes off from!



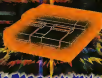
WEST

TWO-ON-TWO

All 27 NBA teams have selected their two best players to participate in NBA Jam. Pick your favorite team!

EAST





In the future, a giant corporation that is the economic super-power suddenly turns evil when it starts producing dangerous mutants. Four warriors with different reasons for hating the corporation take matters into their own hands and try to take it down. The Peace Keepers is the latest in the Rival Turf series.

However, this one is completely non-linear, and at times the game is a giant maze of characters and traps. You can also hook-up with other characters later in the game at certain points! For brawlers, there is also a Free-For-All Versus Mode where up to four people can play with the new multitap.

THE PEACE KEEPERS

HAND-TO-HAND WEAPONS:

BOWIE KNIFE:



Slice 'em with reach!

LEAD PIPE:



Give 'em a good smack!

KATANA:



Long sword that cuts!

BAT:



Nails stuck in wood!

ICONS:

To find these items, break open drums, boxes and vases. Some can be used only once, while others can be used as long as you can hold them!

THROWN WEAPONS:

KNIFE:



Throwable sharp blade!

ROCK:



Throwable stone!

SHURIKEN:



Four-sided blade!

GRENADE:



Throw once to flame!



MORE FIGHTERS: In the game, you can hook up with more fighters and can play as them later! Fans of Brawl Brothers will recognize this tough fighter!

BREAK THESE:



Hit these articles multiple times to reveal the item hidden inside!

HEALTH ITEMS:

The health items are essential for completion of the game. However, they can also be thrown at enemies and cause damage! Just press X to toss it!



MEDIKIT:
Restore 100%



CAN O' POP:
Restore 50%



KNIFE:
Restore 25%

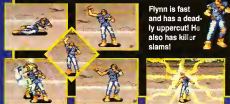
PROKOP: LOOKING FOR HIS SISTER, AMY!

Prokop is the strongest, but also the slowest of the Peace Keepers!



FLYNN: OUT TO AVENGE HIS FRIEND'S DEATH!

Flynn is fast and has a deadly uppercut! He also has killer slams!



AL: OUT TO FIND HIS FRIENDS!

Al is a tough fighter who carries a bazooka, and knows how to use it!



ECHO: OUT TO AVENGE HER GRANDFATHER!

Small and agile, Echo also has her share of killer moves and techniques!



VS. MODE: 4-PLAYER FREE-FOR-ALL!



Yes, it's true! With the multitap, up to four people can go at it in the Versus Mode! Each person selects a character. Even play as the formidable Orbito!

You can select the environment in which you are going to fight. You can have electrified floors or plain ones and can even put in a few enemies too.



TWO-PLAYER SIMULTANEOUS ACTION:



In The Peace Keepers, two people can play simultaneously! However, there are two modes: one where you can hurt each other and another where you cannot.

A FEW WORDS ABOUT STORY MODE...

This game is non-linear, and there are several areas to explore. Not every level has a Boss, and the game is never exactly the same twice.



During the game, you will meet several characters. Make sure to pay attention to what they are saying for they may give you valuable information.



STORY MODE: HUGE LEVELS AND MANY ENEMIES! Battle through the corridors of the Roy D. Tatte Hospital



Fight through all four floors of the hospital (map above). You can go back down to floors you have already visited!

EGM X-TRA DARE TO COMPARE A LOOK AT OTHER FORMATS...

In Japan, this series is called Rushing Beat. But in America it is better known as Rival Turf (top) and Brawl Brothers (bottom). Fans of Brawl Brothers will recognize Norton who is also in The Peace Keepers.

FACT FILE THE PEACE KEEPERS

MANUFACTURER	JALECO	# OF PLAYERS	1 TO 4
DIFFICULTY	MODERATE	AVAILABLE	NOW
CARTRIDGE SIZE	16 MEG	NUMBER OF LEVELS	N/A
THEME	ACTION	% COMPLETE	85%



THE GOOD

A different kind of fighting game in that this one can't be done in one sitting due to its complexity.

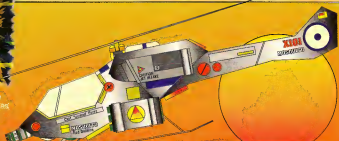
THE BAD

Some of the Bosses and enemies pummel you with cheap hits that can't be avoided.

THE UGLY

At one point, fellow Peace Keeper Prokop gets squashed like a pancake.







Tension is running rampant. The Magrebbi guerrilla force—known as the N.W.L. (North West Liberation)—has successfully accomplished a midnight raid on four strategic African peace-keeping strongholds along the Magrebbian border. Many civilians were lost during the struggle, and some were taken hostage for use as human shields for the N.W.L. to deter any U.N. retaliation. Throughout the mission, you have to pick up the hostages and return them to your homebase while avoiding hard-core enemies. More lives will be lost if you and your copter don't succeed in saving the hostages.



CHOPLIFTER

RESCUE **3** SURVIVE

DEVASTATING WEAPONS

-  **NAPALM**
-  **MISSILE**
-  **CLUSTER BOMBS**
-  **HOMING MISSILES**
-  **RATTLER BOMBS**
-  **NUCLEAR WARHEAD**

A wide variety of enemies will attack you in different ways. By knowing the attack pattern of the enemies, you will be able to conserve your weapons and use them against the Mid-Bosses and the final Bosses. You have a limited supply of weapons, so use them wisely.



Drop off the hostages at your homebase and repair your helicopter at the repair station where a mechanic awaits your arrival.



HELPFUL POWER-UPS TO PICK UP



CHAFF and FLARE

Confuses a radar tracking missile and distracts a heat-seeking missile.

Find this green circular icon to give you an extra helicopter.



LIFE

Use this to save hostages where your helicopter can't land.

ROPE



SHIELD



Provides a temporary shield during heavy attacks.



The way to get items and weapons is to shoot at crates that are being held by parachutes. The crates will be floating down from the sky; watch out for them. Don't shoot at the parachutes, because the crates will fall and the contents will be destroyed.



FACT FILE

CHOPLIFTER 3

MANUFACTURER	# OF PLAYERS
EXTREME	1
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MED	16
THEME	% COMPLETE
ACTION	99%



SECTOR 01 OPERATION BUSH BURNER

Fly through the jungle in search of your fellow friends who are in despair. Watch for foot soldiers and tanks shooting heat-seeking missiles.



Go above and below where the hostages are being held. Copters and bigger tanks will try to stop you and end the mission.

SECTOR 02 OPERATION SAND STORM

MANY ENEMIES TO DESTROY OR AVOID!

ANTI-AIRCRAFT GUN



Manned by a footsoldier. Evade by flying high over the shots.

Fires two anti-aircraft cannons. Evade by moving back and forth.



d. ANTI-AIRCRAFT GUN



More damaging than the smaller version. Range is further, also.

Unload a bomb to get rid of this heavily armored terminator tank.



JEEP



First, shoot at the soldier who's firing at you and then finish the rest.

Soldier launching heat-seeking missiles. Use flare to avoid missiles.



FOOT SOLDIER



Not an easy target to shoot at. Only needs one shot to defeat.

A quick and fast boat that attacks with a manned machine gun.



TWIN CANNON TANK

TERMINATOR TANK

ROCKET LAUNCHER

HOVERCRAFT



Don't let the hostages down; use the password to continue later.

HELP THE PRISONERS!



Destroy houses and buildings to reveal the hostages who are awaiting rescue. The prisoners need your help desperately.

Watch for enemy fortresses where many anti-aircraft guns are waiting to get you in their sights. Drop your arsenals on this base to destroy it.



THE GOOD

Lots of enemies throughout the game will keep you from snoring.

THE BAD

Losing the hostages in your copter when you die gets a bit irritating.

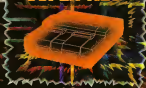
THE UGLY

I love destroying a single foot soldier with a nuclear warhead. Messy!



Before the missions start, the headquarters will show you a map of where you will attack the enemy and see your progress. After clearing a level, you'll see where you will be transported to.





Welcome to the mystical world of SpellCraft, where your fate as a sorcerer rests upon your ability to conjure up magical spells and fight the never-ending battle against evil! Start your adventure as an initiate in the earth's domain, with only a staff and a mage's robe for protection. You are not alone—Garwayen, your mentor, will guide you and give you many clues

throughout your journey. Selina, an apprentice in witchcraft, will also give you invaluable advice when it comes to collecting needed ingredients. Mix them together and create some magic spells to eventually conquer the masters of evil. There are many magical items to be found and secrets to be discovered as you set out on your journey to the four domains: Earth, Water, Fire and Air.

SpellCraft



CREATURES OF THE NIGHT!



In the close-up battle view, you can study the attack patterns of the enemy.



You have the ability to dodge right or left when being attacked by enemies.



As the enemies get stronger, they will use a variety of attack patterns.



FACT FILE

SPELLCRAFT

MANUFACTURER	# OF PLAYERS
ASCOWARE	1
DIFFICULTY	AVAILABLE
EASY	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MB	N/A
THEME	% COMPLETE
RPG	100%



Your quest begins in the mixing room, where all your spells are created. From there, you travel to the mystical port of entry, Stonehenge.



Stones	7	Level 1	Earth
Powders	5	Title	Initiate
Castles	8	Exp.	10
Stones	8		
STRENGTH 10 / 30 MAGIC 10 / 10			
<p>Robert, you will need to mix the before you can cast your spells. You can find the recipe in the Stonehenge.</p>			

At the Stats Screen, you can view the items collected and choose your magic.



Stones give a spell durability. Powders give it duration. Castles cause damage, while jewels impart movement.

Unlock many secrets with the mysterious Sphere of Power.

THE GOOD

I like the unique way of mixing spells in the game—it puts a fresh aspect on an RPG.

THE BAD

The graphics of the enemies, aren't very impressive, and the sound are repetitive after a while.

THE UGLY

It was a toss-up between the little beasties and Selina for this one. Can you guess who wins it?



You have found the secret recipe. Collect more ingredients to make more. When you have 10 ingredients, you can probably do better than I told you.

Pay close attention to the master. His advice will help you out time after time.



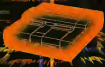
You have created (Spell)

In the mixing room, you can experiment with many different items.



The Earth domain consists of two Bosses—a mid-Boss and a final Boss. To defeat them will take a lot of experience in the use of magic spells and wizardry.





In the year 2097 life as we know it has ground to a halt. People do what they're told or they do nothing at all. Neo NY is run by a ruthless warlord named Raptor. Raptor runs the city for the global mafia.

Only two people stand in his way: an agent named Slash and his partner named Alex. Slash has the precious X-Kaliber sword. Raptor knows that he will never rule the city until Slash is out of the picture for good. He also knows that Slash's sword is better than his own and he hates him for it. Slash must fight through all of the minor Bosses to reach Raptor so he can end his reign of terror.

X-KALIBER 2097

LEVEL 1



FACT FILE

X-KALIBER

MANUFACTURER	# OF PLAYERS
ACTIVISION	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	6
THEME	% COMPLETE
ACTION	100%

ICONS

Icons like these can be found all over the game and will help you!

This icon will provide you with one free guy!



Munch a cheeseburger to restore some health!



Wash that burger down with a soda for health!



A down slash will be effective against this enemy. You can also follow it up with a jab.

BOSS 1

This guy's name is Tattoo, because of the huge rose tattoo on his chest. The best way to beat him is to do a down slash and then follow it up with a jab to catch him off guard.

Jump up on the moving platform to find hidden icons!



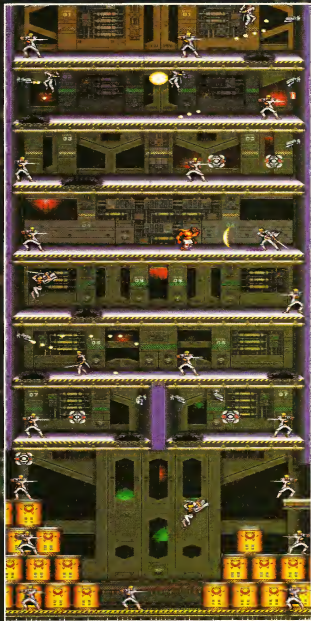
VERSUS MODE



This option allows you to go head-to-head against your friends in some awesome battles using the Bosses.



This is Slash versus the second Boss Chainsaw in a battle to the end. Use your powerful sword thrust to kill him!



LEVEL 2

Now you have to find Kane so he can tell you where Raptor is.



This dude will come shuffling on the screen on Level Four. He'll fall down and then polymorph into a hideous monster.



These enemies in the red are a real pain! Not only do they attack with their hands, but they also got you with guns.



At the top of this building, you will have to fight two of these undesirables in order to reach the next part of the level.

THE GOOD

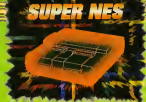
I really like the backgrounds and the way your guy controls.

THE BAD

The way your character stumbles back when he is hit. It can sometimes knock you off of a building.

THE UGLY

How cheap the Bosses are on the hardest mode!



Nickelodeon, the network exclusively for kids, will be releasing a new cart for the Super NES featuring two of their own superstars straight out of TV land—Roko and Spunky. If you're not familiar with the show, Roko is an average run-of-the-mill wallaby, living in a world where everything that can go wrong will and does to poor Roko and his crazy canine pet, Spunky. You begin your adventure at the beach—relaxing, taking a day off from the normal everyday rat race, just you and your loyal mutt Spunky. What could go wrong? Believe me, everything! As Spunky attempts to retrieve the frisbee, he wanders off into many dangerous areas filled with traps, pitfalls and even the occasional bad guy from time to time. Your job is to clear the way for your sidekick Spunky so he can make it to the ultimate goal—the golden fire hydrant. Just another dangerous day taken from the diary of Roko's Modern Life. Good luck, mate!



When Roko gets into one of his bad moods, he uses three methods of attack. He can either use a High or Low Punch, the Smashing High Kick or the Defensive Tail Sweep.

By picking Spunky up, you can steer him away from any dangers he's heading toward.



Keep an eye out for the red fire hydrants. They serve as checkpoints for Spunky.

Spunky is a brave mutt, but he definitely does not like water. Watch his meter.



By using certain devices, you can help Spunky move safely throughout the levels.



Each area is loaded with strange and unique everyday items, plus machines that go mad and turn on you and your partner. Sometimes a little thinking goes a long way!



FACT FILE ROKO'S MODERN LIFE

MANUFACTURER	# OF PLAYERS
VICOM	1
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A	N/A
THEME	% COMPLETE
PUZZLE	100%

LEVEL: ICE SCREAM

Guide Spunky through the dangers in the backyards to the four golden hydrants. Use sprinklers, wrenches and other objects to clear the way!

A Take a ride on the clouds and find yourself a hidden 1-Up.

B Use the sprinklers to give Spunky a boost up to the fence.



ROCKO'S MODERN LIFE

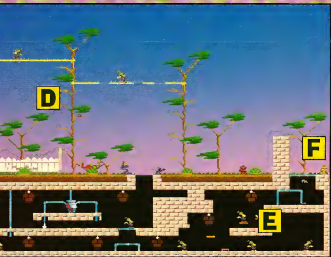
SPUNKY'S DANGEROUS DAY



Here are just some of the interesting people and creatures you will meet on your perilous journey. Awesome animation of characters add a sense of realism to the game.



The game follows a distinct story line, backed up with awesome cinemas.



THE GOOD

Awesome game! Great graphics, very challenging, more of a puzzle game than an adventure. Good job!

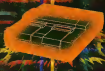
THE BAD

The control takes a while to get used to, and is so hard it can get frustrating at times.

THE UGLY

All of Rocko's enemies put together aren't as ugly as Rocko!

- C** Use the wrenches to shut off the valve in the basement.
- D** When exploring the treetops, watch for power-ups.
- E** Coax Spunky into the basket, and it's home sweet home.
- F** Finally! The elusive Golden Fire Hydrant is yours at last!



The classic caveman game is back with better graphics and more dino challenges. In this adventure, you must visit the seven rainbow stones to build a bridge and retrieve the village's crown. The evil prehistoric Gork is awaiting you at his stone castle where he is hiding the sacred crown. Fight alone or with a friend to become the hero.

JOE & MAC 2

LOST IN THE TROPICS

THREE WAYS TO PLAY



FACT FILE

JOE & MAC 2

MANUFACTURER	# OF PLAYERS
DATA EAST	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	18
THEME	% COMPLETE
ACTION	95%

PREHISTORIC ICONS & WEAPONS



THE GOOD

Improved graphics and animations give this version a hot new look full of color and scrolling.

THE BAD

Some of the cool weapons that made the first one fun to play have been left out.

THE UGLY

Your bride! If you pick the wrong one behind door number 3...or any other door for that matter.

A LITTLE HELP FROM YOUR FRIENDS

Ride the friendly dinos for extra firepower, water spitting and flying ability.



A) KALI KALI VALLEY

The valley is your first obstacle on the way to collecting the stones. Get used to the controls and timing because it's only going to get harder from here on in.

JOE GETS MARRIED?



Learn to use your brains and brawn to get a lift.

Ride a runaway cart and steer it straight.

E) SNOW WORLD



Look out for avalanches and other icy hazards like the slick river. The Triceratops Boss can be beaten, if you're up close with well timed jumps.

G) FOREST WORLD



Walking through the forest is a dangerous trip. Plenty of pesky mosquitoes and moving ledges are yours to master. The Boss is a Pterodactyl!...duck!

KALI VALLEY

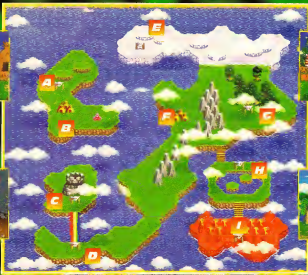


Watch your home to keep the wife happy and look out for Gork!

GORK BATTLE



You must defeat all the Bosses to battle Gork for the crown.



TIKI VILLAGE



Get your p/w, food and even married. Lots to see and do!

CASTLE VIEW



When you have all the stones, you can build a bridge to Gork!

H) SWAMP WORLD

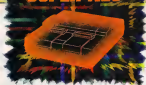


Trudge through the swamps while avoiding the spiked shells. The Boss has several modes of attack, but they are an easy pattern to learn.

I) FIRE WORLD



Things really heat up here. There are some tough jumps to make and a raging lava flow to outrun. The T. Rex Boss isn't tough, but watch the rocks.



FACT FILE STANLEY CUP

MANUFACTURER	OF PLAYERS
NINTENDO	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
SPORTS	100%

OPTIONS

This game is full of options!



Here you can choose from three game types and various game options.



In this menu, you can either play the game or skip to the next game.



This guy gives the stats between periods and comments.

FACE OFF!

From the drop of the puck to the last buzzer this game is intense.



The face-off is at center ice and the fastest man will get the puck!



The way this game moves is remarkable! Check out this unique angle!



You're on the break away. Try to use your fancy moves to get past the goalie.



When you pause the game, you can use the instant replay feature.



Stanley Cup

THE GOOD

This cart is totally different from anything made before, and the new perspectives make it a blast to play!

THE BAD

Because this game is so different, it takes a little getting used to.

THE UGLY

How fast the action can get! It can make you totally dizzy!

Every year the best teams in the sport of hockey compete for the ultimate goal in the sport—the Stanley Cup. In this game, you can become one of the teams in pursuit of this elusive trophy. You can play one against the computer or you can try a little head-to-head action. This cart also features Mode 7 scrolling which puts you right in the center of the ice! About 26 teams are featured, including the expansion teams the Florida Panthers and the Anaheim Mighty Ducks! Strap on your skates, tape up your stick, and jump onto the ice—it's faceoff time hockey fans!

ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR



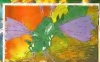
This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



ReadySoft Incorporated
39 Wetherill Court, Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel. (905) 731-4175 Fax. (905) 764-5867



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Get your snow gear, skis and snowboards ready and head out to the slopes. Experience skiing down hills and snowboarding at speeds averaging 70 mph. Awesome Mode 7 graphics with digitized backgrounds bring this game to the point where you can actually feel the bitter cold wind on your face. Choose from Downhill, Slalom, Giant Slalom, Fun or Practice Modes of game play. Compete against others to become the World Champion Racer. In order to achieve a good run time, avoid as many obstacles as you can on the path and on the sides. Don't take your eyes off this one!

WINTER EXTREME



SKIING OR SNOWBOARDING: SLALOM, GIANT, DOWNHILL



Watch out for dirt paths that will slow you down if you run over them. Try jumping them!

Icy paths in your way will slip you up, if you're not careful. Take these areas slowly.



Jump over melted snow to avoid slowing down and losing valuable time.

DO SOME KILLER MOVES



In this screen, you can see which paths to take to reach the bottom the fastest.

After passing a run, you can take a ski-lift to the top and start on the next stage.



Reach the Check Point, thus extending your time to continue the run. Choose to go to the left or the right path.

WATCH THE OBSTACLES



TRASHED

THE GOOD

Awesome Mode 7 effects and fast-paced scaling make this game really go!

THE BAD

It would be cool if there was a freestyle competition.

THE ONLY

You're skiing downhill at the speed of 74 mph and then...kabamm! You directly hit a boulder. Ouch!



FACT FILE
WINTER EXTREME

MANUFACTURER	OF PLAYERS
ELECTRO BRAIN	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MED	N/A
THEME	% COMPLETE
SPORTS	85%

BATTLE CARS

BATTLE CARS for the Super Nintendo Entertainment System only has two speeds: fast and way fast.

Check it out, if you're up to it!



High speed side swipes!



Weave away traffic jams!



Run 'em off the road!



Two player split screen Mode 7 head-to-head action!

- ★ One Player Mode with 9 levels and password support.
- ★ Two player head-to-head mode.
- ★ Tournament mode tracks up to 8 players stats.
- ★ 9 grueling tracks!
- ★ Brutal high-tech weapons!



High speed thrust!



SUPER NINTENDO
ENTERTAINMENT SYSTEM



namco

NBA JAM

Take to the court and go against a friend or the computer. In what should be called the mother of all basketball games with NBA Jam! Based on the Bally/Midway version of the popular sports game in the arcades, this one is very similar! The control is excellent and the fact it is two-on-two makes it more enjoyable to play! There is also an option to allow four to play simultaneously! At times you can even perform superhuman feats like huge slam dunks from almost across the entire court! You can also catch fire and score almost every time! Constant commentary and 27 teams to choose from (with dynamic duos) take sports games to new highs! Realism is also part of the scene, for if you keep slam dunking on the same rim enough times, you can shatter the backboard!

OPTIONS AND SEVERAL UNIQUE FEATURES! NO RULES, BUT KEEP YOUR COOL AND CATCH SOME FIRE!



PENALTIES...

...not exactly! There are basically no rules in this game! However, you can get nailed for violating the Shot Clock (holding still with the ball too long) or Goal Tending (where you try to physically keep the ball from going through the net). However, you never get penalized!



SUPERHUMAN FEATS?

At times you can do superhuman jumps and dunks!



"HE'S ON FIRE!"

Get three baskets in a row and the narrator will say you are "on fire"! This means every time you take a shot (no matter where from), it will most likely go in the basket (and the net will flame as it goes through). This will last until your opponent scores!



TAKE A BREAK-IT IS HALFTIME! CHECK SOME STATISTICS AND OTHER STUFF!

HALFTIME:

During halftime, you can obtain statistics on the game and even coaching tips as well! You will also be given individual player statistics that will give you the number of points scored, assists and other important information!



COACHING TIPS

PLEASE WAIT.
WHEN HOLDING THE BALL QUICKLY TAP THE TURBO BUTTON. THIS WILL CAUSE THE PLAYER TO THROW HIS SLAMMERS.

25 1ST HALF STATS: 31



EAST vs WEST



OFFENSIVE CONTROLS:

TAP BUTTON:

HOLD BUTTON:

PRESS + TURBO:

SHOOT:



HEAD FAKE

JUMP SHOT

DUNK

STEAL:



PASS

PASS

SUPER-PASS

TURBO:



THROW ELBOWS

RUN FASTER

You can configure the game so you control the player on your team with the ball, or so he moves on his own!

THE MOVES: HOW TO DO 'EM AND HOW TO PLAY 'EM!

There are primarily three moves to do in NBA Jam: Shoot, Turbo and Pass! The Turbo option will last as long as you keep the button pressed. During that time, you can do everything faster! However, this effect will wear off and it takes time to recharge! Another note is the passing and jumping! The longer you hold down, the further the ball will go! The moves listed here are for offensive and defensive modes!

DEFENSIVE CONTROLS:

TAP BUTTON:

HOLD BUTTON:

PRESS + TURBO:

BLOCK:



BLOCK

BLOCK

SUPER-BLOCK

STEAL:



STEAL

STEAL

SHOVE

TURBO:

The Turbo is one of the most powerful functions and allows you to get an edge over opponents! However, use it wisely!



RUN FASTER

Remember, there are no fouls in NBA Jam, so don't worry about getting too rough with your opponents! It's all in good fun!

FACT FILE



NBA JAM

MANUFACTURER	# OF PLAYERS
ARENA	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A	N/A
THEME	% COMPLETE
SPORTS	100%

THE GOOD

Probably the best video game version of basketball so far!

THE BAD

The computer can be awfully good at times, but at least there is a Skill Select!

THE UGLY

The pushing of other players can at times make this look like a wrestling match!

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



The Genesis version (top) is identical to the Super NES content-wise, however, the colors and sound are diminished somewhat. The Genesis version is also four-player simultaneous so four can go at it!



Sorry Bulls fans, but Michael Jordan is not in the lineup! However, Lambeer is still there!



Skitchin', the radical new sport, is a combination of in-line skating and roller-blading. The skaters are not in it for the glory—they're strictly in it for the money! Skitchin' involves in-line racing on the freeway where almost anything goes—including you, if you're not careful. Skitchin' is definitely not a team sport; in fact, the only one that's going to be watching your back is you. So if you've got the guts and the ability, get ready to engage in some heavy duty thrashin' on the open roads. Or, by the way... it wouldn't be a bad idea to invest in some life insurance before you enter!

SKITCHIN'

THERE IS NOTHING TO FEAR, BUT FEAR ITSELF!



One cool feature is the multitude of options to choose from, including: five different game modes, button configuration, music selection and even a password feature.



There are many factors that determine the amount of money you earn after each race, such as how many cars skitched, how many opponents knocked down and even a trick bonus.



It's a good idea to head to the shop and upgrade your equipment for the next race. It's not cool to be caught in rush-hour traffic with a bogus pair of skates, dude!

VANCOUVER

FESTER

Watch your stamina when you're thrashing with someone on the back of a car. Sometimes it's better to let go or slingshot away from the skitchers.



Skitchin's the art of grabbing the back of a vehicle traveling at a high rate of speed.



There are many hazards on the road to watch for. Keep your eyes peeled.



Think that Vancouver needs to crack down a little harder on litter-bugs.

SAN DIEGO

THRASHER

Hey handbag, this race should be fairly straightforward. Watch out for the cab drivers and don't get any ideas about beshin' me or you'll be picking scabs.



Try not to get double teamed by the other skitchers, or it might be the end of the road.



Grab as many weapons and power-ups as possible, like the power boost.



You better have a good pair of knee pads on if you're anywhere near the manhole.



FACT FILE

SKITCHIN'

MANUFACTURER ELECTRONIC ARTS	# OF PLAYERS 1 OR 2
DIFFICULTY MODERATE	AVAILABLE DECEMBER
CARTRIDGE SIZE N/A	NUMBER OF LEVELS N/A
THEME RACING	% COMPLETE 85%

WARNING

THIS GAME CONTAINS FICTITIALIZED PORTRAYALS OF ACTIONS AND STUNTS, SOME OF WHICH ARE EXTREMELY DANGEROUS. ATTEMPTING THESE ACTIONS OR STUNTS MAY CAUSE SERIOUS INJURY. DO NOT ENGAGE IN ANY OF THE DANGEROUS ACTIVITIES PORTRAYED IN THIS GAME.

ROADKILL

Make sure to keep enough money in your account for a trip to the emergency room!

Keep a close eye on your meter or you'll be walking back to the shop for a new pair of skates.

BLOWOUT

THE GOOD

The game stays interesting due to the fact that you can score many points for a variety of maneuvers.

THE BAD

Most of the races aren't very different and tend to get boring very fast. It's also a little too violent for me.

THE UGLY

When you end up in the hospital on a gurney and your body violently shakes from your injuries!

DENVER

MEZEBEL

When you're out skitchin', watch for those red pylons on the side of the road. They could lead you to weapons or maybe even a nitro burst.



Skitch at your own risk! Sometimes the trunks can open and send you for a ride!



Trains could pose quite a problem when cruising at a high rate of speed!



Keep your eyes open for power-ups on the road. Grab them if it's worth it.

SEATTLE

JACKEL

This session may be a good warm-up. Some of the Seattle drivers change speeds a lot. You should be alright as long as you keep your paws off me.



These bashers are not going to give up first place without a fight. It's either you or them.



Construction sites can get hairy! Take your time and stay in your lane.



Another thing to worry about! Where did these crazy people get their licenses?

GENESIS

ENEMIES HAVE DRESSED SINCE BARKING LAST HEARD OF THE RUL MACHINE.



BEFORE YOU CAN REACH THE BOSS YOU MUST FIRST COMPLETE THE GAME'S OBJECTIVE: TO DESTROY THE RUL MACHINE.



ONLY ONE FORCE TO LEFT WHICH CAN REACH THE BOSS: THE BOSS. FIGHTING OF THE BOSS IS VERY HARD, LET US SHOW YOU HOW TO BEAT THE BOSS FOR THE BOSS.

LEVEL 1

In Level 1 you will get on your feet and start the first leg of your journey. Try to master the use of your arm and your different forms of attacks, because in later levels the enemies won't give you a chance to breathe!



Roll into a ball and drop bombs to cause massive destruction!



When the going gets tough, use a super bomb to kill everything on the screen!



Use your bionic arm to latch onto walls in order to swing up to high places.



This mid level Boss is a worm that will spin and dive at you.



When you get on this platform, shoot everything!

THE BOSS!



The Boss of this level is a giant brain-like creature that will grow mouths and eyes! Shoot the eyes while avoiding the jaws to beat it.

ICONS & WEAPONS!

Find icons like these throughout the game to help you on your quest!

MULTIPLE



Fires your gun multiple times.

LASER



Shoots a high-powered laser beam.

REBOUND



Your firing rebounds off the walls.

FREE GUY



Increase the number of the lives with this one.

SHIELDS



Provides a protective barrier around you.

POWER-UP

Increases the amount of health.



DIAMOND

Gives a big boost in points.



HOMING

Missiles that lock onto enemies.



THE GOOD

This game has a lot of good points, including a multitude of different weapons and great playability!

THE BAD

The Bosses for the first two levels are kind of easy, which is not very challenging.

THE UGLY

The Level Two Boss is about as ugly as they come!



LEVEL 2



Some of the platforms on this level will spin and drop you right off.



Search everywhere to find the diamonds and hidden free guys.



This Boss is a real pain! Try to shoot him in his head while avoiding his arms.



Watch for waterfalls from above that will knock you off the platforms.



The second part of this level is under water which is a real pain.

Years have passed since mankind last heard of the evil machine. Now, after hundreds of generations, the forces of evil have assembled once again. In a sweep of terror, the evil machine has destroyed many planets and has enslaved millions of people.

The only thing that stands in its way are the USS Freedom Forces. Led by Bren Guier, they will try to save the lost souls. He slips into his Turrican assault suit and launches himself into the

ultimate challenge. It is up to you to take Bren through this, and save the universe. This game has a lot of different weapons and modes of attack. So suit up and get ready, this is a blast!

FACT FILE

MEGA TURRICAN

MANUFACTURER	# OF PLAYERS
Data East	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A	N/A
THEME	% COMPLETE
ACTION	70%

MEGA TURRICAN

JIM POWER

THE LOST DIMENSION IN 3-D

FORGOTTEN PATH



Enemies like this Mid-Boss will cross your path. Use a Smart Bomb to help destroy it.

ZIG ZAG I



You will have to avoid falling rocks and traverse these speedy levels with much care.



Shoot the Flying Shellfish Boss in the eye when it opens up. Watch its closing jaws!



Tricky flying maneuvers are needed to get through these quick caverns of doom!

NEVER-ENDING CAVERN

The cavern scene will challenge your flying and shooting skills to the maximum!



MUTANT'S FOREST

This ghoulish level will let you shoot zombies and vultures. Avoid spikes, traps, etc.



This Boss called "Hell's Destroyer" will be an incredible challenge. Avoid the spikes!



The Boss Red Skull is a shot dispenser! Shoot it in the eyes to destroy it.



FACT FILE

JIM POWER THE LOST DIMENSION IN 3-D

MANUFACTURER # OF PLAYERS

ELECTRO BRAIN 1

DIFFICULTY AVAILABLE

HARD NOW

CARTRIDGE SIZE NUMBER OF LEVELS

8 MED N/A

THEME % COMPLETE

ACTION 100%

THE GOOD

The game's colors are very bright and intense. The graphics are clear and the variety in levels is welcome.

THE BAD

There are too many "cheap" shots in this game. The mandatory hits are enough to make you scream.

THE UGLY

Your eyes will hurt after wearing the glasses included for any length of time. Play without them!

The universe is threatened with extinction! An evil being named Vaprak threatens our very existence.

Only special agent Jim Power has the skills needed to go to the Lost Dimension and stop this evil guardian.

Using your laser gun, you will begin on foot through the Forgotten Path. Each level is a different adventure. You will also be able to use a jetpack, and a powerful spacecraft as you progress. Collect icons like Extra Time, Power-Ups for your weapon and Smart Bombs. Remember—keys open doors. In the spacecraft shooter scenes, you will man a powerful ship through the Never-Ending Cavern and Zig Zag I, which is a speedtrap where you must guide your ship through treacherous scenes. When you encounter a Boss, you will have a special suit with a jetpack to help you maneuver better. Many agents have gone before you and not returned. What about you?

WEAPONS AND POWERS TO ASSIST YOU



1-UP



BOMB



TIME



POWER



COIN



KEY



POD



**Guess who is starring in their
own Sega Genesis game?**

(connect fleas for answer.)

Hint:

NICKELODION

Ken & Stimpy are trademarks of Nickelodeon. The Game Boy Advance version of this game is available only for the Game Boy Advance system. © 2003 SEGA. All rights reserved.



Stimpy saves Ren as a super laser-ray to get those snapping Burdicos under control.



You'll have to move fast to avoid the restless clothes of the dog catcher.



When taking on Lump and Leaf, Stimpy finds the best offense is a good defense.

(Answer: Ren™ & Stimpy™)

in

STIMPY'S



New on Sega Genesis

INVENTION!

In Sega's newest adventure, Ren and Stimpy must work together to save the world from the hideous

Mutate-O-Matic. Get on with it man!

SEGA

GENESIS

welcome to the next level™



Be Ren or Stimpy in Maze-Jump past those insane-dreaded goons.



Stranded? Never fear. You can always hitch a ride up the Prowlered Touchdown's back.

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TIME OFFER!
ACT NOW!

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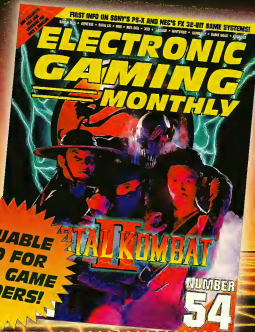
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HEM03

Pro Moves Soccer by Aspi proves once and for all that soccer is a real kick in the pants! With an options system too extensive to list here, Pro Moves Soccer lives up to its namesake. You can execute all of your favorite soccer moves like the rainbow kick, sliding tackles, head shots and high kicks. If you're into soccer, Pro Moves Soccer is definitely the game for you!



When doing your penalty kicks, try to fake-out the goalie of the opposing team!



The active player who has the ball is highlighted with a red box around him.

OVER THIRTY TEAMS!

There are 32 international teams to choose from. At the right are just a few of these teams. Pay particular attention to every team's record.



ARGENTINA
W-T-L
4-2-4



U.S.A.
W-T-L
4-4-2



BRAZIL
W-T-L
4-2-4



ENGLAND
W-T-L
4-5-1



The field map and player stats are very handy when playing a passing game.

THE GOOD

Great action! A good selection of teams and other options give this game great staying power.

THE BAD

The characters should have been a tad bigger. They look like a bunch of crazed fleas running around!

THE UGLY

The voices. They make me do things. I can't escape them! They keep telling me to "Goal Kick."

CUSTOMIZE YOUR GAME

BUILD YOUR OWN TEAM



To create your own team, you must first give them their own personalized uniforms. Remember to make your team distinguishable.

OTHER OPTIONS

The extensively designed Options Screen allows you to control everything from wind conditions to the game's time parameters.



Next, you can buy and trade players to create the best team money can get. Keep in mind that you have limited funds at first.



By changing the weather conditions, you can alter many aspects of the game play. In the snow (left) the players have a tougher time!



FACT FILE PRO MOVES SOCCER

MANUFACTURER	# OF PLAYERS
ASPI	1 OR 2
DIFFICULTY	AVAILABLE
AVERAGE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MB	N/A
THEME	% COMPLETE
SPORTS	100%

PRO MOVES SOCCER



UNCOVER THE

16 MEGS OF ACTION AND ADVENTURE

MORE BOSSES & ENEMIES TO WAGE

BATTLE AGAINST A SOPHISTICATED

MODE 7 EFFECTS & SEAMLESS FLIGHT

ANIMATION & LONG GAME PLAY

SIMULTANEOUS 3-PLAYER CAPABILITY

"Get ready for the ride of your life!"

Nintendo Power, July 1993

"A visual and audio tour de force."

EGM, April 1993

"A spectacular 16-bit blend of action
and role-playing all in one." Super NES

Buyers Guide, May 1993

Brings to you from the makers of the best fantasy video

SECRET of MANA



SQUARESOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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WIZNLIZ

Someone must save all the wabbits! They were peacefully minding their own business, when they were wabbitnapped from their homeland. It's up to you and possibly a friend to get the bunnies with a little help from some magic. Use fruit and other items to cast spells that aid you in your rabbit retrieval.

THE GOOD

How can anyone resist those cute little wabbits? Like Lemmings, the characters make the game!

THE BAD

After a while, it can get redundant. The game needs a few more power-ups or items to liven things up.

THE UGLY

The name...if you think of it in slang...is quite hilarious. It almost sounds like a new doll.

FACT FILE

WIZ 'N LIZ

MANUFACTURER	# OF PLAYERS
PSYGNOSIS	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	112
THEME	% COMPLETE
PUZZLE	100%



I-PLAYER OR SPLIT SCREEN TAG TEAM



Use your magic to destroy these monsters! Jump to avoid their attacks.



Enter the shops to get extra fruit or lives. The fruit can make powerful spells.



Collect fruit and mix them to get bonus items, or sell them in the shops if you like.



Bonus rounds to earn extra stars.



The extra exit has a new level.



WORLD MAP

TECMO® SPORTS™



TECMO® SUPER BOWL™

THE GREATEST SPORTS GAMES
ARE FROM TECMO



TECMO® SUPER NBA® BASKETBALL™



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JAMMIT

CHOOSE YOUR WARRIOR

JUDGE 

ROXY 



The Judge excels in almost every category. He is a very tough competitor. Move fast and aim every shot to overtake his strength.



Don't let Roxy fool you! She can take on the best of men. She's the best player at slapping long distance shots away from the basket.

CHILL 

SLADE 



Chill is also adept at slapping shots away from the basket. He makes killer slams too. Chill ranks as one of the strongest players ever.



You won't tire Slade out, because he has the best stamina. If you're built for speed, go with Slade. He also has good shooting and dunking skills.

UP CLOSE AND PERSONAL



This is your chance to show off your best moves and to make your opponents look like the chumps they truly are!

FAST-PACED GAME ACTION



Take on the computer on a little one-on-one in eight different tournaments or play with a friend to see who is the best.

FRAGE ERST



FACT FILE

JAMMIT

MANUFACTURER	# OF PLAYERS
VIRGIN	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	MAY
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
SPORTS	100%

If you think you can handle yourself on a basketball court, then Virgin has got the perfect game for you. Some of the best players from around the neighborhood are up for a little one-on-one. The big question is—are you? Slade, Chill and Roxy are the three hoopsters who are always chosen for pick-up games around here. You get to control one of the three in an eight-round tournament of one-on-one games with a different game type in each round. You slam against one of the other two players for each game and bet on the games until your wads of cash disappear. If you can outpsych and outscore your way through all eight rounds, you then go up against the court king—Judge!—in a winner-takes-all game of his choice on his court. And if you don't feel like taking on all that competition, play with a friend to see who's the best. Remember play taught! When you get a chance, JAMMIT!

THE GOOD

Playing in eight different tournaments and the choice of different players sounds good to me.

THE BAD

Some major play control is just begging to be programmed into this cart.

THE UGLY

Having a 6'1" blond throw you to the ground just gives me a flashback of my dating nightmares.

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from Nintendo

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For the Super Nintendo Entertainment System

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Super Metroid

from Nintendo

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For the Game Boy

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Expand your favorite state and all 700 Major League players, World Series Baseball brings America's favorite pastime to life. For the Sega Genesis.



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The blockbuster Genesis title featuring everybody's favorite Marvel comic book heroes comes to the Game Gear. For the GAME GEAR.

Sonic Chaos from Sega

You can play Sonic on both as you try to overcome his evil yellow foeback. For the GAME GEAR.



Sonic 3 from Sega

More adventure, more fun, more Sonic! It's 100 new level a full adventure, but we hear it's hot, hot, hot! For the Sega Genesis.

NBA Action '94 from Sega

We're talking real NBA action here! All 27 actual teams and players, plus logos, full season play, and stats. For the Sega Genesis.



ETERNAL CHAMPIONS from Sega

Choose from 11 of history's greatest fighters, and compete in the ultimate fighting contest. There are 11 special art styles, each with over 75 different moves! For the Sega Genesis.

NEW ON GAME GEAR



FOR THE SEGA GAME GEAR

QUEST FOR SHAVEN YAK STARRING REN HOEK & STIMPY from Sega

Yonnie through many perils as you play either the handsome Ren or the quibble Stimpy. For the GAME GEAR and Sega Genesis.



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G&G/CAPTRON STORES!



JURASSIC PARK

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You are headed for Jurassic Park. Your mission is to find the eggs of seven different species of dinosaurs.

After you have collected them, you have to drop them off at the Visitor Center and put them in the incubator. Unfortunately, the helicopter you are taking to the island goes down—you survive the crash, but your life is still in danger. Salvage what you can from the remains of the helicopter and try to get to the Visitor Center. You must hurry to complete your mission because you only have 12 hours. So get ready to face the biggest bad guys from the world's ancient past—the dinosaurs!

LEARN ABOUT THE DINOSAURS!

Throughout this game you will find signs that will explain everything you need to know about the dinosaurs.



These signs will give you information about the exhibits in the park.

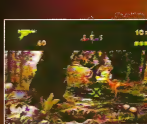
A picture will accompany the explanation so you can see what each dinosaur looks like.



PROCOMPSOGNATHUS

Quick miniature dinosaur
Pale: Small bipedal forest
raptor, the dinosaur
spirals of a lot fast

This lively guy comes on the screen and gives you more information.



Search through the jungle, but try not to run into dinosaurs.



THE EGGS!

Find the eggs in nests and take them back to the Visitor Center to complete your mission!



Check inside this jeep to see if there is anything you can use.

INSIDE!

Once inside the building, search around for items that might be useful to you.



Go to the top of the stairs so that you can search the rest of the building. Remember to get anything that looks useful.



This door is at the top of the staircase. Try to open it to get to the Computer Center.



Once inside, access the computer to get information to use on your quest.



If you access the phone, you can talk to this scientist. Listen carefully!

TO THE PARK!

Your helicopter is down and your mission has just begun! Take what you can and hurry—you only have 12 hours to complete your mission.



The first thing you see after the wreck is a really big dinosaur!



The famous sign will greet you as you enter this spectacular park!



This is the inside of the building. Search for useful items here.

THE GOOD

This game has a lot of cool scenes, that combined with the story line, make this an exciting game!

THE BAD

Sometimes it takes too long to fight certain dinosaurs.

THE UGLY

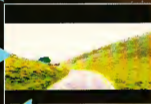
The ugly thing about this game is that the helicopter is totalled and you walk away without a scratch!



The helicopter is in pretty bad shape. You are lucky to still be alive after that crash.



Go through this mountain tunnel in order to reach a different part of the mountain.



This road will lead you to the Visitor Center where you have to store the eggs.

FACT FILE

JURASSIC PARK



MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	NOV
CARTRIDGE SIZE	NUMBER OF LEVELS
CO-ROM	N/A
THEME	% COMPLETE
ACTION	100%

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

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THE #1 ALL-SEGA VIDEO GAME MAGAZINE



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HEMBS

Finally, a magazine made exclusively for owners of the Genesis, Sega CD and Game Gear! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!



**6 ISSUE
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ONLY \$19.95**

ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE

HAVE LANDED AND YOUR JOB IS TO STOP THEM
IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S
KICK SOME ALIEN BUTT.) IT WON'T BE EASY. YOU'LL
HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY.

BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD
TO DO A LITTLE SHOOTING OF OUR OWN
— IN HOLLYWOOD



FOR THE FIRST TIME EVER,

AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF

COMMERCIAL LEVELS OF
EXTRAORDINARY-BISHOPING.
IT'S ALL LIVE ACTION WITH LIVE
ACTORS. AT LEAST THEY'RE ALIVE
WHEN YOU START.



WICK ACTION THROUGH
BATTLECAMP ARMED WITH FLAMING
DESIGNATED PARTICLE BEAMS.
MESSY BUT EFFECTIVE.



MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED

THE WHOLE THING. THE RESULT IS A GAME
WHERE EVERY DECISION YOU MAKE CHANGES
THE ACTION EVERY TIME YOU PLAY. GROUND ZERO,



TEXAS IS SO REALISTIC THAT IT WILL PROBABLY
REVOLUTIONIZE THE WAY GAMES ARE MADE
IN THE FUTURE. IF THERE IS A FUTURE.
THAT'S UP TO YOU, PARTNER.



AVAILABLE FOR SEGA CD.

CLUES LEAD YOU TO THE INVADER'S
ARSENAL. CAREFUL, AGG.
ONE WRONG MOVE AND YOU'LL
BLONK IT. AND THE WHOLE TOWN!



AGENT DESKTOP CLUES YOU IN TO
THE WHEREABOUTS OF A LASER
CANNON. FIND IT, VAPORIZE THE
MOTHERSHIP AND SAVE THE REMAIN-
ING FROM SUFFERING BISHOP.



(sure, it's just a game.)

PLAYSTATION

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FACT FILE

SON OF CHUCK

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
60-ROM	24
THEME	% COMPLETE
ACTION	100%

CHUCK ROCK III

Son of Chuck

THE GOOD

This game has some very impressive game play and the graphics aren't too bad either.

THE BAD

There are too many cheap hits you sometimes have to take in some of the levels.

THE UGLY

The belching dinosaurs in the water level were music to my ears.

ITEMS FOR THE CAVEBABY



EXTRA CHUCK

Collect this to earn an extra chance to play.



MILK BOTTLE

Chuck's health comes back when he drinks this.



SQUARE BLOCK

Walk on these or club them to open a passage.



COLORED CANDY

Collect these to earn big points to add to the score.

There's a new cavebaby in town and he's got a big club. Chuck Rock's kid has taken after his dad, causing prehistoric throughout prehistory! Son of Chuck has just found out that his dad has been kidnapped by some prehistoric bad guys—and they're mean, too!

Your task as Chuck Jr. is to rescue your kidnapped father, Chuck Rock, from his downright horrible archrival in business, Brock Jagger. To do so, you must complete the six different worlds (which are split into numerous zones) and the sub-games.

Chuck Junior has a large wooden club to help him through the game. With this, he can hit enemy dinosaurs and bash rocks a short distance.



SOME OF THE BONUS LEVELS





Remember to watch your step around prehistoric land!



Get out of the giant dino's way and stay between his steps.

LEVEL ONE

Chuck Jr. must undergo real world experiences as he is met with some unfriendly creatures.



Swing at a fire hydrant to spray water on the baddies around you.

Get help from a fellow cave-man to shoot you up a ledge.



Smack large rocks over to spiked areas to safely get by them.



Swing at the diving mosquitoes. Swing early as they are quick.

LEVEL TWO

Try to get through this dangerous level which is crawling with creatures of the jungle.



There's more than one way to get through a level. Try this way!

Ride the ostrich to make long jumps and clear a level faster.



Get out of the way of belching enemies. They will spit at you.



Rubber animals will float toward you. Be careful as more will follow.

LEVEL THREE

The scene switches to the water where Chuck Junior will encounter several aquatic creatures.



Cock your club back and get ready to hit the surfer in the way.

Balance on the end of your club to let enemies pass below.



It is the most treasured substance in the galaxy. It grants extended life, mystical powers and is used in folding space. It is known as Melange, or Spice. This spice is only found on one planet: Arrakis, also known as Dune.

You assume the role of young Paul Atreides. Your family House has been sent to Arrakis to harvest the Spice by Emperor Shaddam IV. You must send the Emperor shipments of Spice, otherwise you will be thrown out of power or worse yet...terminated.

You start the game searching for Gurney Halleck, a friend who will introduce you to the Fremen (indigenous inhabitants of Dune). The Fremen are your only hope for harvesting the Spice in time for the Emperor. They will show you how to survive the searing desert with special garments called Still Suits. They will also work for you and gather the treasured substance. In time, they will help you in the fight against the Harkonnens.

Dune CD is a great RPG. There's a voice for everything and the graphics are spectacular. There are even awesome effects for flying in an Orni! Totally cool.

THE GOOD

The intro is full-screen and directly from the movie. The Emperor's daughter is very attractive!

THE BAD

Having to wait through the Orni sequences where you must find hidden Seitchies.

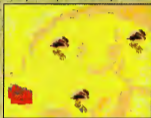
THE UGLY

What's with Gurney Halleck? He looks like a mutated Jean-Luc Picard. What a face!



FLYING THE ORNITHOPTER...

The only way to get to the Fremen seitchies is by Ornithopter. Otherwise you'll die.



At first there are only three known seitchies to go to. Meet the Fremen ASAP.



FIND THE FREMEN

The Fremen are your only hope in harvesting the spice in time.



You must convince the Fremen to join you in your cause. Fight or mine spice.

DUNE FACT FILE

DUNE CD

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	AVAILABLE
HARD	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
RPG	90%



DUNE CD

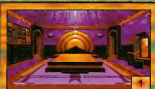
EMPEROR SHADDAM IV



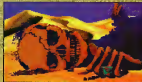
Send the spice to the Emperor or die by assassination—it's that simple!



1



2



3



4

IMPORTANT FACES ON DUNE



Duke Leto is your father. He will give you directions on where to go.



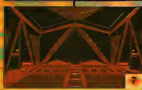
5



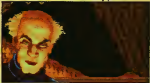
Lady Jessica is your mother—a witch to some. She has many powers.



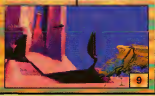
6



7



Gurney Halleck is a friend of the family. He'll introduce you to the Fremen.



8

PALACE ROOMS

1. The Royal Bedroom
2. The Throne Room
3. The Balcony
4. The Hall of Guards
5. The Hidden Communications Room
6. Regular Hallway
7. Secret Passageway Room
8. Airlock to Dune's Exterior
9. Ornithopter Landing Pad

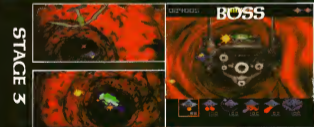
CARTHAGE PALACE

MICROCOSM

STAGE 1



STAGE 2



STAGE 3



STAGE 4

The year is 2051 on the planet Bodor, which faces oppressive corporate rule. With 82 percent of the population living upon two percent of the land-mass, disease, poverty and crime life has run rampant. Cybertech and Axiom dominate and battle to achieve premier status in the business world. This long corporate war has long been at the center of the public eye. It was also known that Axiom held Cybertech responsible for the death of their president. Now Argen Stark, the new president, is willing to take any measure to become Corp 1 status. Staks will have the chance to bring Cybertech to its knees and bring Axiom to the top. Microcosm is the phenomenal new interactive experience from Psygnosis that offers you the chance to journey and fight within a human body.



FACT FILE

MICROCOSM

MANUFACTURER	# OF PLAYERS
PSYGNOSIS	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A	5
THEME	% COMPLETE
SHOOTER	85%

THE GOOD

Several different weapons you can obtain just add to the fast-paced game action.

THE BAD

Some lack of colors throughout the levels and the cinema scenes.

THE UGLY

Although you are never told exactly where you are, one can't help but wonder if this is the bottom part?!



ONLY ONE WILL SURVIVE!



DEVASTATING AERIAL ATTACKS!

THE SEGA CD RAGE!



NEVER "WRITE OFF" MR. PERFECT!



BEWARE THE BANZAI DROP!



LIVE-ACTION VIDEO OF EACH SUPERSTAR!



PUNISHING PILEDRIVERS!



BRACE YOURSELF! A supercharged lineup of 20 Superstars collide in the ultimate World Wrestling Federation® slugfest! Ballistic Tournament battles, "No-Holds-Barred" brawls, thrashing in and out of the ring action, brutal fight-to-the-finish Steel Cage matchups...and more!

Do you have what it takes to escape this ring of steel? It's time to unleash the Rage in the Cage™!



**KOMING SOON
MORTAL KOMBAT®
ON SEGA CD™!**



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300

NIGHT TRAP

NIGHT TRAP

FACT FILE

NIGHT TRAP

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ACTION	100%

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



The (top) picture is the 3DO version, which has more colors and a much larger viewing screen of the game action. The Sega CD version is more pixilated with less colors and a much smaller viewing screen.



YOUR MISSION

Use the hidden cameras throughout the seven rooms of the house (and also the ones outside) to protect the girls from any danger.

Five teenagers have disappeared in the vicinity of the lake shore winery house of Mr. and Mrs. Victor Martin. S.C.A.T. Undercover Intelligence has determined that the teenagers were reported missing after spending the night as invited guests at the Martin's house. The Martins claim the missing teenagers left the Martin's home Sunday night. Police investigations failed to turn up any evidence of their whereabouts. The case is now turned over to S.C.A.T.

Your mission is to use the hidden surveillance cameras in the Martin's house to protect Kelly and the other teenagers from any danger inside the house. Switch cameras from room to room, following the teenagers and look for anything out of the ordinary. Use the traps that have been installed in the house to capture anyone or anything that may endanger the guests. Make sure you don't capture any of the teenagers or members of the S.C.A.T. team. Together with Kelly, you must find out what has happened to those missing teenagers and whatever else is going on in that house.



TRAPPING THE AUGS

Each trap has a sensor that detects when someone is in range of the trap.

When the trap meter moves into the red zone, you can activate it.



MISS THE TRAP



If you miss your chance to use the traps, you may endanger the lives of the teenagers—and yourself!



You also have to keep a close eye on undercover agent Kelly Modd, who is trying to work with you.

THE GOOD

Far superior than Sega's version, with more colors and better control. The times and rooms are the same.

THE BAD

The game is still not very interactive and once you beat it, there is no real reason to play it again.

THE UGLY

Wow! No rape scene or women on mount! Hoos. Maybe Congress had a different version of this game.

SUPER CHASE H.Q.

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CHASE HQ RUNS DOWN CRIME!

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- Three different endings!
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GENOQ BUILDING

Genoq has a top-of-the-line security system. However, it's all screwed up.



KEYS

Various key-cards are needed to get further in the building. Very useful.



TRACKER

They hit anything human with plasma blasts. A deadly weapon.



ELECTRIC PLATES

These floor plates will fry you if stepped on. They turn on and off.



Plasma Barrier

This barrier can annihilate you with one step. It bars you from getting past it.

Something unspeakable has happened. A genetic lab has been overwhelmed by the biological monsters it has created. You are a courier who must deliver a package to the scientist who can stop the biological threat from destroying mankind. The only problem is getting to him! Not only are the Neogens (the experiments) on the loose, but the security systems have gone haywire as well. People are trapped and you must somehow find a way to save them.

D/Generation is an action game where you must travel from the 80th floor on up to where the scientist is. Not only are fast reflexes required, but puzzle solving skills are critical if you want to succeed. You must try to find the way to open certain doors plus locate keys, grenades and the laser pulse-gun. Can you save the human race from the deadly D/Generation?



THE DERRICA FILE



NAME:
Jean-Paul Derrica

BIRTHDATE:
MARCH 24, 1971

PERSONAL HISTORY:

Jean-Paul Derrica was brought aboard as head of the Genoq genetics project in their Biolabs stationed in Singapore. His latest project in a series of four is the D Generation. It is supposedly an advanced stage of artificial evolution, capable of neuro-holographic camouflaging and wearing a hide impervious to all known weapons. It was upon this project that Jean-Paul Derrica disappeared and the Singapore Biolab fell into dismay. His last message was an urgent call for the package that you now carry. Derrica's lab is on the 90th floor. Hopefully he will be alive to accept the package.

NEOGENS

Neogens are genetically engineered organisms. There are four types.

A GENERATION



The A Generation specimen is a red blob that absorbs its victim then explodes. It's the most common Neogen.

B GENERATION

Resembling a malevolent slinky, this blue Neogen likes to pulp humans with its body. Very fast and deadly.



C GENERATION



This Generation can transform into almost anything, and it decapitates its prey. Use caution with these.

D GENERATION

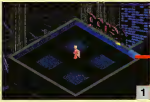
Top secret prototype. Unknown capabilities, singular in nature. All information on the subject is confidential.



D/GENERATION

ROOM FOUR

Room Four contains three important things. The first is one of the senior members of the Genoq Board. He will offer some important information. Then you can find a laser in the upper left-hand corner. A security level key is also found here. Use caution with the Tracker. You don't want the person to be killed.





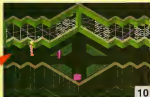
FLOOR ONE: GENOQ BIOLABS

To elevate yourself up from the 80th floor to the 90th, you must work your way to tube-like teleporters. The teleporters are only capable of raising you up one floor at a time. These should be found at all costal There is one in the back room.



ROOM NINE

There's quite a devious trap in this room. A key is placed in a dead end, with Electric Plates sizzling on and off. You must figure out which switch opens up the door to freedom.



EGM TIP #014

You can blast the Neogens by bouncing your shots off of walls and objects. A good strategy to use from a distance. It keeps you safe.

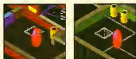


SURVIVING THE NEOGENS...



Intelligence reports indicate that the Neogens have escaped from their stasis fields via the ventilation ducts. To properly rid yourself of these critters, close every duct you see. This should shut them off from the rooms.

VENTILATION DUCTS



ROOM SEVEN

This somewhat hidden room contains a hand grenade. It is worth finding. Watch the Tracker.



THE GOOD

This is the type of game that takes time to get into the story. It's gloomy—just the way I like things.

THE BAD

The control isn't as refined as I would like. Dodging the plasma things gets way too tough.

THE UGLY

Call me mad, but don't you think that being absorbed by a pulsating blob is a little bit weird?

ROOM THREE

You'll find a secretary covering behind a desk. She'll tell you a bit about what's going on in the building. Read the computer screen for even more info. Try shutting down the Tracker too!



D/GENERATION

FACT FILE

D/GENERATION

MANUFACTURER	≠ OF PLAYERS
MINOSCAPE INTL.	1
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	125
THEME	% COMPLETE
ACTION/PUZZLE	100%

JAGUAR



JAGUAR



BONUS WORLD

Enter these to reach a bonus world level!



LIFE REPLENISH

Enter these to totally replenish your life.



GUATEKEYERS

These lead to different areas of the level.

THUNDER QUAKE

Use to destroy all enemies near you.

NITRO

Kick this on to high-tail it out of bad situations!

DETONATOR

These are good for leveling buildings.



RAPID



A rapid fire provides cover!

DOUBLE FIRE



Fires two guns straight on in front.

3 WAY FIRE



Fires in three directions.

CRUISE BOMB



Flies across the planet surface.

INCINERATOR



Flame column that travels the surface.

MINES



Drop for hastily pursuing enemies.

CYBERMORPH

The Jag is out on the store shelves at last! Will this be the future of video gaming? Who knows, but it really started out on a good note with its peck-in game, *Cybermorph*. Unlike most polygon games currently out on the market, this title has a full 360 degree landscape filled with mountains, buildings and other terrain that you have full mobility to fly through, not just a straight-on course slightly veering to the left and right. This type of play provides strategic value rather than simply a blast-a-fion. You need to carefully dart about enemies, and



choose when to launch an attack. Your ship can morph into many different hull shapes, depending on the direction you are going and what weapons you are selecting. There is also your co-pilot Skylar, who gives you advice (sarcastic as it may be) on what to do. And if you feel there are only a few planets to visit, you're dead wrong! There are over 50 different worlds to explore, and several hidden worlds that can contain tons of power-ups, and sometimes a deadly trap! An impressive entry onto the system that shows off its capabilities!

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



Both *StarFox* and *Cybermorph* have great polygon graphics but *StarFox* is limited in where you can go. *Cybermorph* also has great light-shading effects to really wow your friends. *StarFox* just can't compare.



THE GOOD

The beautiful polygon landscape of the 50+ worlds make this the show-off piece of what the Jag can do!

THE BAD

For starters, some music tracks and some more cool things, ie, unique Bosses, would improve this title.

THE UGLY

Thank you Atari, for I can no longer sleep at night because I constantly hear Skylar saying "Well... Done!"

CYBERMORPH

BY PHILIP ALLEN

FACT FILE

CYBERMORPH

MANUFACTURER	# OF PLAYERS
ATARI	1
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
5 MEG	50
THEME	% COMPLETE
SHOOTER	85%

Orto Balm

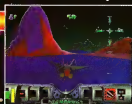
This is one of the first training planets. Get used to the Tgriffon's capabilities as well as the controls. The landscape structure is diverse enough and the buildings are in small numbers.



Watch out near factories; several kamakazi enemies are waiting near!

Zuch

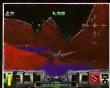
This world is a treacherous one, harboring such terrors as giant sandworms! There are also vortexers dotted about the planet, leading to hidden areas that you cannot normally reach!



This land is quite hilly, so take your time and search carefully.

Codex

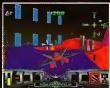
This level is set up somewhat like a maze. You must navigate through the valleys in search of remote lone pods. Don't speed through here, or you might just become part of the mountain structures.



This level twists and bends to lead to many different routes! Very cool!

Galitzia

This level will come much later on in the game. In here, faces will fire missiles at you when close and force fields will obstruct your path if you do not take out the generator beforehand!



These guys are bad news should you get near them! They really do hurt!

BONUS WORLD FUN TIME!

Should you enter a big dark blue ring, you will be treated to a bonus world when the level is completed. The object here is to grab as many power-ups as you can and exit before the time runs out!



- ✦ EXILES™ #6
- FIREARM™ #5
- FREEX™ #7 ✦
- HARDCASE™ #8
- ✦ MANTRA™ #7
- THE NIGHT MAN™ #4
- PRIME™ #8
- PROTOTYPE™ #6
- ✦ SLUDGE™ #4
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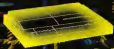
◆ **RUNE™ #1**



◆ **WRATH™ #1**

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DUO



FACT FILE TERRAFORMING

MANUFACTURER	# OF PLAYERS
T.I.L.	1
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	8
THEME	% COMPLETE
SHOOTER	85%

You must make way for the Earth colony ships by clearing out any hostile forces. Your ship is an advanced prototype that can hold its own on any battlefield. Travel through a wide variety of alien worlds in search of the final home for mankind.

Four kinds of power-ups and three levels of each make this game an intense one. This is also one of the few games in which you can use your thrust as a weapon. Just wait for enemies to get behind you and let it rip to burn them up! This game isn't a cakewalk. The levels get harder and harder as the screen becomes filled with more and more enemy ships.

THE GOOD

This game has cool graphics and music plus lots of firepower.

THE BAD

The backgrounds on the game could use a little work—some really cheap hits take place, too!

THE UGLY

The way the first level Boss throws his brain at you! Big blobs of grey matter fly everywhere.



LEVEL 1

In this level, you will soar through the clouds while dodging huge flying dragons and other similar vermin.



In this game, the enemies fly at you from all sides so your back blast can be very useful. This also changes your speed.



The first Boss is similar to a turtle. Blow his shell off to kill him.

BIG BLAST

If you let your laser charge for a little while, you can release a blast of energy!



LEVEL 2

Now you have to fly through a land covered with volcanoes that shoot at you. Better get a homing weapon!



When the volcanoes erupt, the whole screen goes white and you have to fly around blind while the fire is in the air. It's tricky!



POWER-UPS !

SPREAD SHOT



HEAT SEEKERS



HEAT LASERS



To defeat this Boss, blow off his deadly laser-shooting tentacles.

Lufia

& The fortress of Doom

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Nintendo



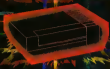
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Alfred Chicken

Alfred's eggs have been stolen by Meka Chicken. You play as Alfred, the courageous klucker and you need to go find Meka Chicken—a blob with a vacuum cleaner head. The Meka Chicken has different forms and comes after you every couple of levels. Once you find him, you need to destroy him and get your eggs back. This game is full of fun and interesting things to do. The levels are pretty cool looking and the enemies are weird. Destroy enemies by performing a dive-bomb attack which, if done long enough, turns you into a rocket. Then you can plummet through things.



The balloons must all be popped in order to complete the level.

If you dive-bomb for long enough, you turn into a rocket.



This is the Bonus Stage. Get all the packages, and you get a free life.

LEVEL 1

Ouch!! I feel sorry for that poor mouse Alfred just smashed.

This is the first level of Alfred Chicken. It is pretty easy once you get used to killing the enemies with your dive-bomb.



LEVEL 2

The water section of this level is pretty tricky. Maneuver carefully.

Level 2 is also easy. After you pass the level, ride in a ship and fight a Boss with bullets. Beat him and move on.



FACT FILE

ALFRED CHICKEN

MANUFACTURER	# OF PLAYERS
MINDSCAPE	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MED	N/A
THEME	% COMPLETE
PUZZLE	85%



This is the Level 2 Boss. He is easy to beat if you develop a fighting pattern.

THE GOOD

This game is actually pretty fun. It makes you use your head (no pun intended). A good Nintendo game.

THE BAD

Control is a little unusual, but for the most part it is tight. More of a challenge would've been nice.

THE UGLY

Watching Alfred's feathers fly when he gets hit and turning into a cooked turkey when he gets fried!

TWO-HEADED MONSTER.



PITCH HIM INSIDE

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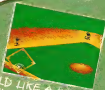
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SWITCH GAMES WITHOUT CHANGING CARTRIDGES



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GAME BOY



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KIRBY'S PINBALL LAND



FACTS KIRBY'S PINBALL LAND

MANUFACTURER	# OF PLAYERS
NINTENDO	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	3+
THEME	% COMPLETE
PINBALL	100%

Kirby, the pudgy little blob from Dream Land, is back again on the GameBoy! This time the game is pinball. Kirby will have to face King Dedede and his Bosses who guard the three Pinball Lands.

Play in any of the three pinball lands and defeat the Boss of each land. Once you defeat all three Bosses, you will be allowed to go up against King Dedede himself. Each land has hidden bonus games to find also!

THE GOOD

This is a very fun and whimsical game. Fighting Bosses in a pinball game is pretty cool, too!

THE BAD

At times, it can be a total eye strain keeping track of where the pinball is going because of the blur problem.

THE UGLY

Nothing is ugly in this game. Kirby is too cute to be gross!

The Wispy Woods



This land has a woodland theme with forest creatures.

BONUS AREA

Blocks are arranged in three rows at the top of the screen. Hit as many as you can.

BOSS
Make Kirby hit Wispy Woods in the face. Don't panic!



The Kracko Land



Take the pinball action high among the clouds.

BONUS AREA

Hit the items up to Kirby at the top so he can inhale them for some serious points.

BOSS
Kracko's spinning attack can knock Kirby for a loop!



The Poppy Brothers



The atmosphere in this land was influenced by clowns.

BONUS AREA

Kirby plays soccer to score as many goals as possible against the squid.

BOSS
Poppy will split into two poppals! Watch his bombs!



WHAT'S UP ^{at} DOC'S

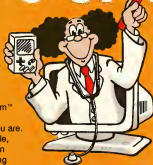
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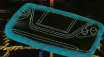
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Without a doubt the best basketball game to hit the arcade comes to the Game Gear. Take on all 27 NBA teams with their best players. Show off their skills—from monster in your face jams, delivering the facial, to having a player on fire. Go to the hole, go strong, show them your 360 rimrocker and slams for good measure. All the hard-hitting hardwood game action is here. So play NBA Jam, the toughest competition around!

NBA JAM



AN OVERALL LOOK AT TONIGHT'S MATCH-UP



WEST



EGM TIP #015

A way to keep your player "on fire" is to goal tend when the other team tries to score. They'll get the points, but you'll still be "on fire."

THE GOOD

This version plays very well and looks similar to the arcade game.

THE BAD

I really wish the announcer's voice was in this version; it does add a lot of fun to the game.

THE UGLY

Doing some awesome hang time jams and then coming back to reality knowing you only have a 2" vertical.

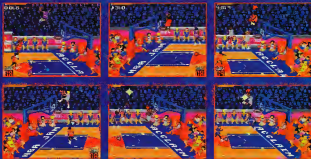
ALTITUDE WITH AN ATTITUDE

FACT FILE

NBA JAM



MANUFACTURER	# OF PLAYERS
ACCLAIM	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A	N/A
THEME	% COMPLETE
SPORTS	100%



There are several different jams in which you can perform during the game—depending on the team and player, ability to dunk the ball, plus location on the court. Of course, you can't help but wonder if it's the shoes?!

OFFENSIVE MOVES



REBOUND



HEAD FAKE



JUMP-PASS

DEFENSIVE MOVES



BLOCK



PUSHING

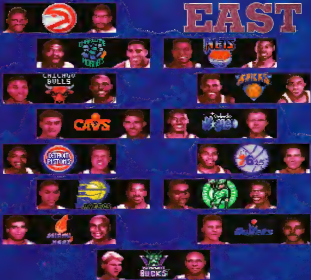


STEAL

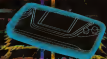
HE'S ON FIRE!



When a player gets on a streak and scores three baskets in a row, he will become "on fire." When this happens the player will have a greater chance to score points. This is when you want to take advantage of three point shots.



EAST



WEAPONS:

Your standard issue weapon is a rapid-firing pistol. If you get a special weapon and are killed, you'll lose it.

STD. ISSUE:



Your rapid-firing pistol

PLASMA GUN:



This is the most powerful weapon!

BAZOOKA:



Single, powerful missiles!

TRAINER LEVEL:



TRAINER LEVEL: COLLECT WEAPONS AND STAY ALIVE!

Welcome to the first level! Several of the stages in this game scale both horizontally and vertically. Keep an eye open for snipers that will shoot at you from behind the window curtains. Also be aware of touching enemies that can cause you massive damage and drain your life meter before you know what's happening! Check everywhere on this level for hidden items and weapons.



In the future, the mother of all battles will take place between man and machine. Well, between half-man and half machine. RoboCop Vs. The Terminator has already hit the Super NES and Genesis systems, and now it is on the Game Gear. The levels are basically identical to the Genesis version, with the bloody demise of opponents included.

The story concerns RoboCop's efforts to destroy Skynet, a giant computer conglomerate that will ultimately start World War III! RoboCop uplinks himself to the OCP computer and regenerates himself in the future. The menacing Terminators are not the only enemies of RoboCop here; there are some human foes who will shoot at him with a variety of firearms and

other deadly weapons. Each level involves horizontal and vertical scrolling with a tough Boss at the end of each! To give RoboCop an edge, there are several weapons he can use, including Bazooka Launchers and Laser Guns! RoboCop is armed with his standard issue rapid-firing pistol which he always carries with him—even when he is killed.

ROBOCOP

THE **VERSUS**

TERMINATOR

THE GOOD

Levels that are identical to the Genesis version—blood included.

THE BAD

Some terrible slowdown and truly unfair Bosses

THE DGLY

Oh no—blood! Quick, call Capitol Hill! I need Big Brother Government to protect me from the violence!

LASER GUN:

A powerful laser rifle. Easily found!

CLIMBING:

RoboCop can climb ladders and traverse long horizontal stretches with the help of objects like long poles!

**FULL FOOD:**

Refills one-half of your health!

**ROBOCOP FOOD:**

Refills one-fourth of your health!

**SHIELD:**

Temporarily invincible.

**ROBOCOP HEAD:**

Gives you an extra life.



TRAINER LEVEL

PRIME OBJECTIVE:

COLLECT WEAPONS AND STAY ALIVE

PRESS START TO CONTINUE

BOSS 1:

This Boss is big and carries a huge gun, but is easily defeated. Simply jump over his shots and keep firing! You can make this a battle of attrition, for he really does no harm!

**STAGE 2: RESCUE THE HOSTAGES**

HOSTAGES:
Rescue the hostages and get your Life Meter refilled!



BOSS:
Fight your first Terminator in this stage!

**IS THAT...?**

Yes, it's blood! RoboCop Vs. The Terminator is very close to the Genesis version, including the graphic demise of your many enemies.

FACT FILE
ROBOCOP VS.
THE TERMINATOR

1989
ROBOCOP
TERMINATOR
1984

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MED	10
THEME	% COMPLETE
ACTION	98%

STAGE 3: CONSTRUCTION

Your objective here is to destroy all the cameras in the construction zone. There are fire jets, plenty of enemies and one tough Boss at the end of the stage. Keep an eye open for several hidden items!



LYNX



Bikini MALIBU VOLLEYBALL



Make sure you have the net covered, just in case your opponent spikes the ball!



FACT FILE MALIBU BIKINI VOLLEYBALL

MALIBU BIKINI VOLLEYBALL	# OF PLAYERS
ATARI	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MED	N/A
THEME	% COMPLETE
SPORTS	100%

A lright! Get ready for some very serious volleyball action to go! It's Malibu Bikini Volleyball for the portable Atari Lynx!

You can play two different types of games: Tournament and Friendly. In the Friendly Mode, you can practice your technique! In the Tournament Mode, you

participate against a group of other teams for the Beach Volleyball Championship. You also have control over wind speed, length of game, speed of the volleyball and gender of the players. Also included in your Options List is the ability to use a red targeting square which shows you where the ball will land! You'll "dig" Malibu Bikini Volleyball only on the Lynx!



The Options Screen lets you customize everything from speed to wind conditions.



Block spikes effectively by getting close to the net and then jumping at the right time.



A sideout is called when the ball is put out of bounds by the team in possession.



You can even program the game's music by accessing this hidden control panel!

THE ODD

Malibu Bikini Volleyball offers some pretty good volleyball action in a hand-held package.

THE BAD

The play control could really use some serious work! The game is very aggravating because of this.

THE ODLY

Unfair!! When you use the "red box" to set up your shots, you can (and will) miss them!

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envy of your friends who will suddenly



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FUNCTIONS AND ICONS

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-  Builder
-  Floater
-  Picker
-  Exploder
-  Digger
-  Blocker
-  Basher



FACT FILE

LEMMINGS

MANUFACTURER	# OF PLAYERS
ATARI	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	N/A
THEME	% COMPLETE
PUZZLE	100%

They're back! You guessed it, Lemmings is back and it is headed your way if you own a Lynx!

You must help these hapless, moronic little creatures escape certain death. You can do this by making them perform odd jobs. Assign the Lemmings to do a number of things like dig, climb and even explode! This is a classic game of mindpower which also requires a ton of patience!

The graphics are surprisingly clear and clean for a hand-held game. This is the perfect game for those long, long trips.

Help the Lemmings avoid extinction! Play Lemmings for the Atari Lynx.



Your options include a password feature, a difficulty level and a music on/off button.



Before beginning a round, your mission is outlined for you to avoid confusion.

Shown below is the typical Lemmings level. First priority should be to find out where the door is. Good luck!

THE GOOD

Lemmings on the go—slight! Glad to see them making an appearance on the Lynx!

THE BAD

It's easy to lose sight of the control cursor. It's not too easy to see, and that hurts the game play!

THE ONLY

If you thought you've developed an astigmatism playing hand-held games, try this! You'll go blind!

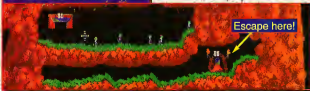


You must assign the Lemmings certain tasks in order to save the entire group!

EGM X-TRA DARE TO COMPARE
A LOOK AT OTHER FORMATS...



The Lynx version of Lemmings (top) is compared to the Genesis version (bottom). Aside from the obvious differences in the graphics, the basic interface of the game is different. The Genesis version has the edge.



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BARTMAN MEETS RADIOACTIVE MAN



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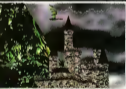
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Hooray for the End of the Cold War

Virtual Reality for the masses moved a step closer when San Diego-based GreyStone Technologies demonstrated their Pteranodon Ride at COMDEX, held in mid-November in Las Vegas.

According to GreyStone, the demo used some of the most advanced real-time computer generated imagery ever displayed,



and was based on GreyStone's proprietary real-time interactive VR technology, Angel Studios' world visual database textures, and Silicon Graphics' Onyx graphics super computer.

Initially involved exclusively in designing specialized software used in military aircraft and sophisticated air combat simulators, GreyStone has effectively "beaten their swords into plowshares" by transferring its cutting edge technology into a family of entertainment software that includes Auto Baron, Cyber Chess and Labyrinth Rangers.

Strange But True

Maybe Batman Isn't So Tough After All

•Michael Keaton, a.k.a. Batman, used to be a *Mister Rogers' Neighborhood* staff member. He did everything from puppeteering, to running the train and even occasionally popped on camera in small roles.

Comic Company Makes Way for Music Man

•Marvel Entertainment Group, the people who bring you Spider-Man and the X-Men, among others, recently named music and film entrepreneur Quincy Jones to its Board of Directors. Jones is well known for his musical talent and was also producer on Michael Jackson's *Thriller* CD.

Reading Beavis & Butt-Head

Like, welcome to EGM Lifestyles, huh huh huh huh."

"Yeah. Heh heh heh heh heh."

"Shut up, Beavis. Uh, do you know us?"

"We're like Beavis and Butt-Head."

"Yeah. Huh huh, we're cool. We live in this town and have crappy jobs and go to a sucky school with a bunch of morons."

"We're like their leaders. And like this book is all about that crap."

"I'm Butt-Head. Don't get yourself too hot looking at me standing in my

underwear showing off, like, my tattoos. I know it's hard."

"This is me, Beavis. But if you're a chick you probably already know that."

Huh huh huh huh huh huh. I said "hard."

That about sums up the hot-selling book, which comes to

us courtesy of MTV's bad boys, Beavis and Butt-Head.

Appropriately titled, "This Book Sucks," it's a 10 dollar soft cover book created by Mike Judge and written by Sam Johnson and Chris Marcell that is selling as fast as, uh, like, uh, Metallica compact discs.

Seriously, if you don't have cable TV or haven't quite caught on to the Beavis and Butt-Head phenomenon, this book will give you a pretty accurate taste, good and bad, of what the bad boys are all about.



CULTURE SOURCE FOR EGM READERS

EA Sports Cards Could Be a Hit

It may be the start of something big. Then again, it may be a flash in the pan. But a new card set from EA Sports, that's right, Electronic Arts, has us intrigued.

The Official NHL '94 Game Card Set is comprised of 225 cards designed to complement the EA Sports video game. It's the first time we can remember a deluxe, full-sized card set made specifically for that purpose.

If you're not familiar with the game, each on-screen character is based on a real hockey player. Key attributes such as speed, strength, checking, agility and stamina are based on their real life counterparts

and are taken into account in depicting the video game skaters.

The front of the cards feature an action picture of the player while the back provides traditional background info on the player that is normally found on regular sports cards.

What makes the back of the cards unique is the var-

example, Vancouver's Pavel Bure is a fast skater with a hard shot. Those attributes can be readily found on the back of his card.

For that reason, this card set is more than, well, a card set. It's actually a little database of information that also provides an extra element of realism to their already great games by providing an action photo of each character depicted in the game.

Furthermore, there are also special designer tip cards that give insights from the guys who designed the game!



ious player ratings which correspond to their EA Sports game rating. For

Midwest Street Fighter II Tourney

Another sign of the times is the video game tournaments that seem to be popping up everywhere. Although such tournaments have already received major event status in Japan, they're just starting to pick up steam in the U.S.

One upcoming event is The Midwest Super Street Fighter II Tournament, which is being held March 26 at 3pm at Super Just Games in Northbrook, IL.

Rules for the contest include:

- A \$5 entry fee for all

contestants.

- The tournament will be set as double elimination. All contestants will start in the winner bracket. If a player loses the match, he/she gets moved to the losers bracket.

- Play will consist of two out of three matches; semi-finalists will play three out of five matches and finalists will play best of seven matches.

For a complete set of rules and information, contact Super Just Games at (708) 559-8727.

It just ain't right...

Sooner or later, you'd figure she'd be mentioned here. Madonna's new pog set is really wrong, especially the top one picturing her with an...elephant?!



Image Comics Continues to Evolve



The comic book industry enjoyed its best year ever in 1993. But with such rapid growth, comes change. And no single company better reflected the changing face of the comic industry than Image.

In the latest news from Image, Jim Lee is launching a new sub-imprint within the Image Comics line entitled Wildstorm Productions. Wildstorm Productions will market and oversee production and creative development of all of Jim Lee's titles currently trademarked under Aegis Entertainment, Inc.

"During the startup of Image Comics, I incorporated my business activities under the name Aegis Entertainment. As Aegis grew and the marketplace changed, I decided a new name would more accurately define the nature of the titles we produce and my commitment to the retailers and fans to create the very best comics possible. The Wildstorm Productions name and logo will quickly identify all products from my studio," Lee said.

In conjunction with the new name, the studio has made some changes to ensure timely shipping of titles. Former DC editor Bill Kaplan has been brought on board to oversee production and scheduling of books, while computer artists Ben Fernandez and Joe Dunn have joined the staff to allow greater quality control and faster turnaround of separations.

Ninjak Hits #1 Spot for Valiant

Up and coming comic book publisher Valiant Comics got some good news when its book, *Ninjak* #1 hit, number one for November according to market reports from Capital City, Diamond and Heroes World. It's not a surprise—the book really does stand out above the crowd. This marks the first time that Valiant has published a month's #1 book.

"Frankly, I'm thrilled to have had the opportunity to work on a #1 book," said series writer Mark Moretti. "Joe Quesada and Jimmy Palmiotti did a terrific job on it. The story I wrote was solid, but they certainly put a lot of drama into the rendering of it.

When I found out we had made it to #1, I was a very happy sort of shocked."

Valiant publisher Steve Massarsky said, "This is exactly what we're trying to do here at Valiant."

"I think the cover enhancement really juiced the sell-through," said Jon Hartz, Valiant's senior VP, who offered some of the

most substantive comments on the title.

"The wrap-around chromium cover works on this book because the art was created with the enhancement in mind. We keep hearing from retailers who tell us readers were blown away when they saw

the cover. But it's not the cover that will bring readers back for issue #2. Unlike most cover "gimmicks" on the market these days, the strength of this book lies in the story."



This month in HERO

Turn to **HERO** #8 for the latest and greatest news from the comics industry. In this issue, **HERO** provides an up-close and personal interview with sci-fi guru Jim Starlin. You'll also

learn about **Batman's** new foe from the **Mask of the Phantasm** film, and hear **Frank Kurtz** drone on about new **action figures**.



Aliens vs. Predator: Lost in Space?

With the announcement of *Alien 4*, the long awaited crossover is back on hold

When Twentieth Century Fox Film Corp. announced it was doing a fourth *Aliens* film, it was a bittersweet announcement for sci-fi fans everywhere.

On one hand, genre fans now have another big budget sci-fi flick to look forward to. On the other, however, it casts serious doubts on the prospect of a crossover film and puts the idea back into a black hole.

"Obviously it's disappointing," said Oark Horse Entertainment's Greg Lassen, who's a key figure in the development of other Dark Horse titles into feature films including *The Mask* starring Jim Carey and *Time Cop*, starring Jean-Claude Van Damme. "*Aliens vs. Predator* is a cool concept that works well in the comic. It would be great as a movie."

Dark Horse's *Aliens vs. Predator* comic has consistently been one of their best-sellers. In fact, the strong concept and story lines in the series have propelled rumors about a cinematic crossover since the book's inception in 1989. "The pairing was such a natural one," said Dark Horse executive editor Randy Stradley. "It was a wonder it hadn't been the first character vs. character idea to occur to us."

Four years later, it's evident what a major coup Dark Horse pulled off in getting Fox to agree to do the comic. Development of the feature film never got beyond a few possible scripts, and the dismal showing of *Alien 3* at the

box office nearly killed a franchise that James Cameron elevated almost single-handedly.

One of the hottest rumors for an *Aliens/Predator* crossover came from screenwriter Pete Briggs, who was rumored to have delivered a finished script to Fox in 1991. Briggs felt that if a decent crossover film was produced, new life

Josh Whedon, 29, who formerly was a writer on *Roseanne* and also penned *Buffy the Vampire Slayer*, is being tapped for the project.

No story line has been set, but the basic premise of *Alien 4* will be a continuation of the story line set forth in the first three pics.

The first *Alien* flick took place aboard an orbiting ship and a mining colony on

being considered involves the aliens coming to earth while another possibility has the action set on the alien's home planet, which up to this point has yet to be seen.

Since Sigourney Weaver's talented acting was one of the few bright spots in *Alien 3*, and was also the only remaining character (besides the Alien) to tie the



So you say you've been waiting for the long-rumored *Aliens vs. Predator* film? Sorry Charlie, your wait will probably last into the next century as Fox recently announced preproduction on *Aliens 4*.

would be injected into both franchises that nearly everyone felt had been jeopardized by the strange directions taken in *Alien 3*. Many felt that Fox would then have the luxury of continuing both series indefinitely, either together or independently.

In spite of Brigg's vision and Dark Horse's success with the comic, the *Aliens vs. Predator* movie script has been put in mothballs. That doesn't mean the film will never happen, but you probably won't see it before the turn of the century.

In the meantime, Fox is revving up production on the *Alien 4* script.

a remote planet.

In the second film, a military team was sent to rid the planet of the aliens.

Alien 3 was set on a desolate penal colony with the series' main character infected with the Alien menace. All three films set up possible story lines for *Alien 4*, although many felt that the elimination of both Newt and Hicks, supporting characters from the second movie, was unnecessary and eliminated a possible successor to Sigourney Weaver's Ripley character.

According to details from Fox, which can be described as sketchy at best, one plot

first three films together, it's no surprise that Fox is wooing her to reprise her role as Ripley.

Some would like to see Weaver return, hopeful to see the third episode be nothing more than a bad dream, while others want to see a new story with a fresh start.

That in itself is a tricky proposition, as Ripley was killed in the last film. But undoubtedly, Fox will figure out a way to explain the reincarnation, as the Dark Horse comics make it clear there are too many cool stories left untold about the extraterrestrial warriors.

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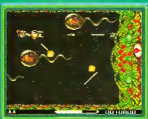
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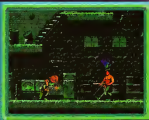
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Adventure Island 3	2100	1900	1730	1870	1400
Adventure of Lolo 1	1900	1700	1600	1800	1400
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Bend Sin's II	1600	1400	1300	1500	1200
Brain Buster	1600	1400	1300	1500	1200
Brain Power	1600	1400	1300	1500	1200
Brain Power 2	1600	1400	1300	1500	1200
Brain Power 3	1600	1400	1300	1500	1200
Brain Power 4	1600	1400	1300	1500	1200
Brain Power 5	1600	1400	1300	1500	1200
Brain Power 6	1600	1400	1300	1500	1200
Brain Power 7	1600	1400	1300	1500	1200
Brain Power 8	1600	1400	1300	1500	1200
Brain Power 9	1600	1400	1300	1500	1200
Brain Power 10	1600	1400	1300	1500	1200
Brain Power 11	1600	1400	1300	1500	1200
Brain Power 12	1600	1400	1300	1500	1200
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Brain Power 93	1600	1400	1300	1500	1200
Brain Power 94	1600	1400	1300	1500	1200
Brain Power 95	1600	1400	1300	1500	1200
Brain Power 96	1600	1400	1300	1500	1200
Brain Power 97	1600	1400	1300	1500	1200
Brain Power 98	1600	1400	1300	1500	1200
Brain Power 99	1600	1400	1300	1500	1200
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